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NEW!



64 fan

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GAMES MASTER

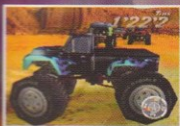
SONY! ARCADE! NINTENDO! SEGA! PC



THE
OFFICIAL
CHANNEL 4
MAGAZINE

Monster Trucks

The making of
Psygnosis' next
big racer!



Wipeout 2097

Faster, louder,
meaner – the
ultimate sequel?



Game On!

First-hand report from
Japan's biggest arcade
show – Tomorrow's
games revealed inside!



Tomb Raider

This game is going to
be **HUGE!** Don't miss
this month's big review
to find out why...

Wave Race 64

Nintendo hit
the surf in
the first N64
speed-fest!
In-depth
review of
one of the
UK launch games inside!



PLUS!

We're back on TV!

Behind the scenes on the new series...

future
publishing

Your
guarantee
of value

ue 49 Dec 1996



12



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Name

To: Warwickshire County Council

Department of Health

Petition against Dominic Wheadon

We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name

Address

Graham Smackley-Bram	17 Turret Grove
David Smackley-Bram	
Mr Joseph Brenham	
Professor C. Hobsbaum	3 St. John's Way
Mrs. J. Hobsbaum	14 Carnegie House, Inglewood Rd.
Mrs. W. Collins	14 Carnegie Hse. Inglewood Rd.
Mr G.C. Collins	26 Chester Close
Braverton Cobb	26 Chester Close
George Hilly Rayner	4 Plympton Ave
JUDGE A. HIGGINS	40 Inglewood Road
	32 TURRET GROVE

SONY



DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

THE POWER
OF PLAYSTATION

Welcome to Issue 49



"Little did I realise that two days later I'd be sitting by Costa's Pool playing *Super Mario Brothers 3*..."

To coin a phrase used by the great – and expansive – Ron Atkinson, "at the end of the day, it was a strange old month". Quite what the aforementioned Coventry manager was referring to when he mumbled those words of undoubted wisdom I couldn't be wholly sure but, certainly, it sums up my month really rather well.

You see, after capturing exclusive first looks at Psygnosis' latest, *Monster Trucks*, and the Saturn bound conversion of world domination-fest *Command And Conquer*, I flew off to sunny Greece for a week.

Little did I realise that two days into my holiday I'd be sitting by Costa's Pool – the local eating and drinking house – playing *Super Mario Brothers 3* on the NES.

Not that that's a bad thing, of course. Indeed, playing computer games without having to review them is a strangely therapeutic experience. Especially when they're as good as *SMB3*. And it suddenly made me realise what an exciting prospect it must be for gamers everywhere to discover the delights of forthcoming releases for their machines. It's fortunate, then, that you've picked up this issue of *GamesMaster* as, frankly, we've got the best early game news in the business. Read on and find out...

Marcus Hawkins

Our promise to our readers...

- We always put the considerations of you, our readers, first – from the fairness of our game reviews to the accuracy of our tips and cheats.
- Here at *GamesMaster* we're all devoted game players and put together a magazine which we think others like us will enjoy.
- We always give scores as percentages and will not stop doing so – it's the most precise way there is to assess the various aspects of a game, and allows you to compare games accurately.
- We read every letter you send to us, and always answer the best ones in the magazine.
- *GamesMaster* is brought to you by the people that produce The Official PlayStation Magazine, Edge, Sega Power and that.

Don't forget to join me for a spot of *Raidin'* – not *Raiden* – on page 34, great mates.

QUICK, TURN TO THESE PAGES NOW!



p34

"SWINGING!"

HOT SLOTS

"ARCADE!"



p16

"TV!"

p12

"CRUSHER!"



p38

"BOOGY!"



p92

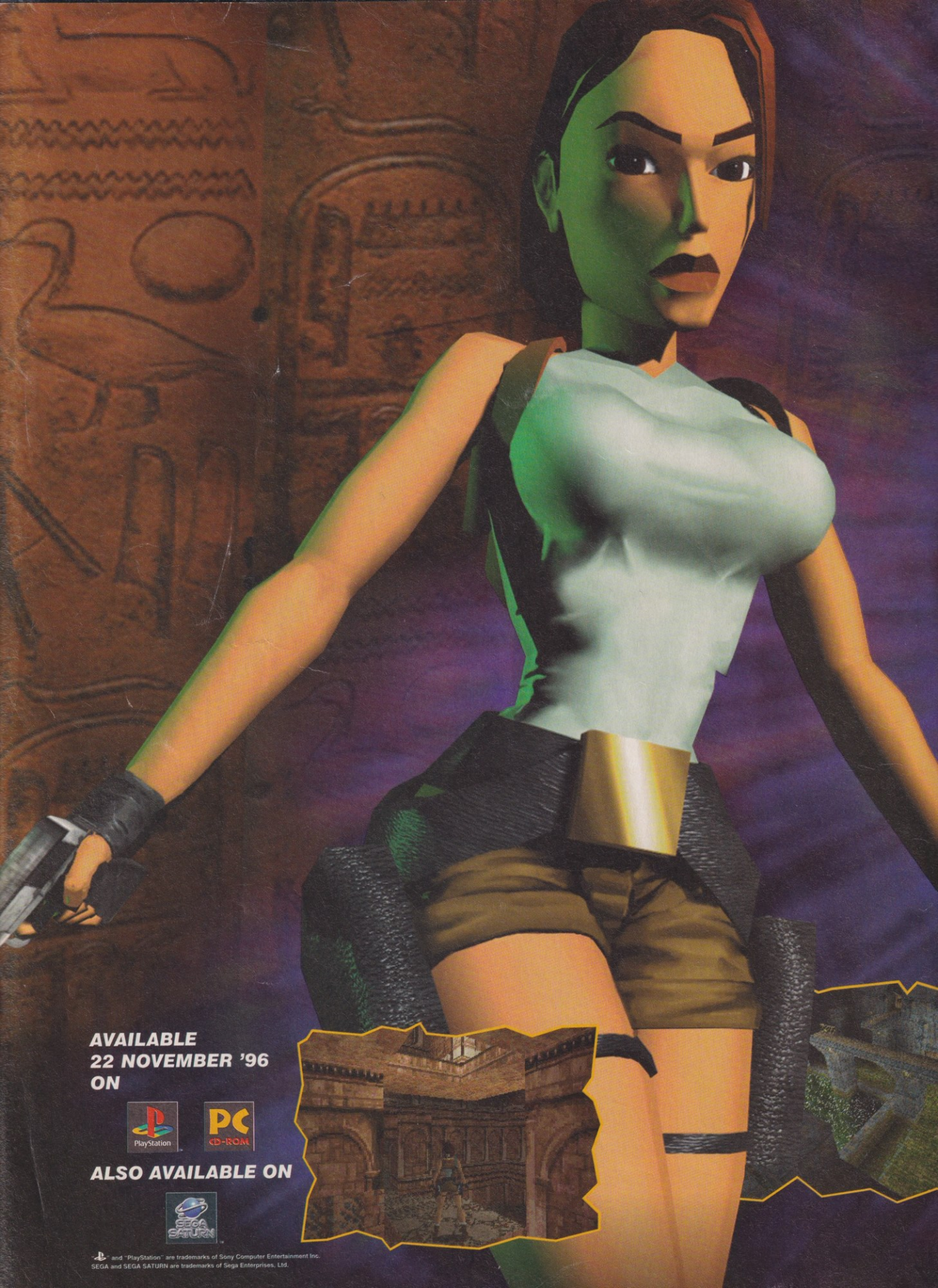
64fan

We get all wet 'n' wild in this month's essential N64 mini-mag with a five-page review of *Wave Race 64*...

p57



GamesMaster Issue 50 – On sale Thursday 21st November



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TOMB RAIDER™

featuring LARA CROFT

"...a game engine that blows Delphine's Fade to Black, even ID's Quake out of the water."

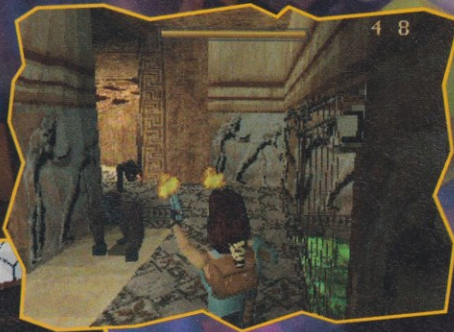
Mean Machines 94%

"...Tomb Raider could be the game to unlock the power of PlayStation; we could be looking at the proverbial boundaries that everyone talks of pushing, if not breaking."

Official PlayStation Magazine

"It's going to wipe the rabid froth from Resident Evil's lips and then kick it into touch!"

Play Magazine



EIDOS
INTERACTIVE



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MASTER**

No.49
December 1996

PREVIEWS

If we're being honest - which we are - we'd have to admit that this coming Yuletide is going to be a right rosy one. Just look, will you?



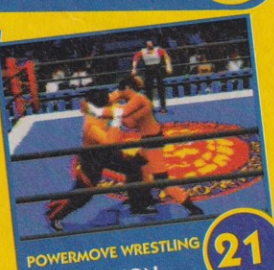
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--GM49 + NON-STOP GAMING...



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Wave Race 64

The third N64 release has arrived. We expose it in all its glory.



Hot Slots! 16

Arcade games are good. So good, in fact, that GM decided to fly to Japan and gander away at the latest and greatest coin-ops currently in development. Just turn to Page 16 to find out more...



92



Monster Trucks

EXCLUSIVE! *It's a particular favourite word of ours because we manage to get them so often. Don't believe us? Page 92 then!*

Tomb Raider

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Finally, the long-awaited Egypt-em-up is here. It's Doom in a pyramid, it's Indy Anna Jones but, most of all, it's stonkingly good. Turn to Page 34 to find out why...



FIRST M2 GAME SHOTS

In the world of first looks, GamesMaster is rich indeed. And, this month, we discovered, to our delight, that the first M2 game was well on its way. Entitled *D2*, it's the sequel to the original 3DO adventure *D*, and although certain to be stunning, it's hardly the killer app that Matsushita's M2 will need at launch.

The actual game proper is cloaked in mystery but, after a spot of digging around, GM found out the following: the idea behind *D2* is very much puzzle-solving and discovery. A horror-themed story would also seem on the cards, as in its predecessor. And as well as that, it's obvious that the graphics are absolutely stunning. Expect a more detailed report next month.

Already it's painfully obvious that *D2* is going to be something very special indeed. Technically, it's fabulous.



Just as *Resident Evil* redefined the way camera angles are used so *D2* takes them a stage further. Eyes left for a good example.



Just gander away at those back-grounds. Wow. And as for this character...



There's the baddie, then. A particularly nasty looking man, we must say.

RAGE RACER: MORE SHOTS LEAKED

After revealing the first pics of Namco's third installment in the PlayStation *Ridge Racer* series, we've managed to get hold of more advanced shots. What a beauty.

Now confirmed as *Rage Racer*, it should be launched in Japan before Christmas, and sees the game taking a totally different direction. The main thrust of the game will now be the Grand Prix mode in which players must contend with the rigours of five different qualifying rounds before competing in the

championship proper. You'll be awarded with different tracks for completing each rank, naturally.

Mostly, however, *Rage Racer* is about variation: there are four hugely different courses to play through – ranging from a race along the streets of a San Francisco-like location (Mythical Coast) to a somewhat bumpy drive in the country (Lake Side Course) and a breakneck race around a curvaceous track (The Extreme Oval) – as well as a healthy selection of vehicles –

four new ones which are completely customisable. The advertising hoardings on one of the tracks also displays the Devil Car... We're getting all sweaty just thinking about it...



As you go through the different ranks, the enemies get tougher, and you'll eventually get the chance to upgrade your car and even race on a secret track...

VORR



NAMCO GIVE IT SOME SOUL

With beat-em-ups currently hotter than a weekend in the company of Cindy Crawford, Namco, this month, enthusiastically revealed more of their entry into the fullsome genre.

Set in the 15th Century amid chaotic scenes of one-on-one power struggles, *Soul Edge* promises to deliver much in the technical department with a powerhouse mix of storming graphics and crunching sound effects. But, most importantly, Namco promise a game engine that will compete easily with the likes of their own *Tekken* 2. It's due to be launched in Japan at Christmas, and is sure to become one of the big hits in the season of goodwill.

A preview will follow very, very shortly...



It's as plain as the flamin' day that *Soul Edge* is going to be the next big PSX beat-em-up. Everything about it is supremely polished. The fighters all have all-important individuality and the one-on-one confrontations are ludicrously fluid.

FIRST PICS OF TOSHINDEN 3!

As we go to press we've managed to get hold of the very first development shots of the third in Takara's *Toshinden* series.



The game engine is being refined as we speak, but you can see from the screenshots that both Kayin and Eiji are still coming on a treat.

LONELY THIS CHRISTMAS

The most consistent feature of games this year seems to have been their unique ability to never be released on time. With a couple of months still to go until Christmas, news has reached us of the first batch of titles that were originally going to be huge Christmas sellers that have now slipped until the new year.

On the PlayStation, *Syndicate Wars* joins *Micro Machines V3* and unfortunately *Dark Forces*. On the PC side, *Dark Forces 2*, *TIE Fighter Vs X-Wing*, *MDK*, *Theme Hospital*, *Heart Of Darkness* and *X-Com Apocalypse* have all missed the silly season. The problem seems to be less serious on the Saturn where *Heart Of Darkness* is the only missing biggie so far. Of course, by the time you get the next issue of GM this should have grown a bit more. We'll update you then.

NEXT MONTH WE'RE 50!

And to celebrate, instead of you all buying us presents, GamesMaster is going to shower you with gifts the likes of which you've never seen before!

SHADOWS OF THE EMPIRE

FIFA '97

STAR GLADIATORS

MICRO MACHINES MILITARY

FREE!

SWEETS - STICKERS - VOUCHER - POSTER - EXTRA 16-PAGE MAG.

GAMESMASTER 50 ON SALE

THURSDAY 21ST NOVEMBER - JOIN THE PARTY!

*That's 50 issues, smart-arse. It's a well documented fact that we're all fit young studs here on GM.

The month in...



The Saturn is about to get the English version of smash hit Japanese RPG *Albert Odyssey*. It has the look and feel of a SNES RPG (largely due to the fact that it's the sequel to a SNES game from years ago). *Riglord Saga 2* (the Japanese sequel to *Mystaria*) is also nearing the end of its development, but no word on a UK release yet.

Top coin-op *Die Hard Arcade* is being crunched down to fit onto a CD for your favourite platform now. As exposed in GM issue 47, the game is a sort of 3D *Streets Of Rage* but with *Virtua Fighter*-style moves and plenty of weapons - from handguns to rocket launchers. The two-player co-operative mode is being included although you seem to spend more time smacking each other than your opponents.

Top PlayStation three-games-in-one stunner *Die Hard Trilogy* will be ready for the Saturn in December according to producers Fox Interactive. The game, which is made up of top-down 3D shooter, a *Virtua Cop*-style shooter and a top racing section, will be compatible with the Sega gun. As long as it doesn't slip our money is on this to be a No 1 at Christmas.

Shiny Entertainment, the creators of *Earthworm Jim*, are getting towards the end of their new Saturn project, *Wild 9s*. The game, which is also coming out on PlayStation, is alleged to be the most animated game ever seen. They are using some of the best animators to make it as cartoony as possible. There is no release date yet but Interplay have got the rights to release it over here soon.

DON'T MISS:
Command & Conquer (28), Tomb Raider (34), Sonic 3D (45), Robo Pit (47), Sega Worldwide Soccer (49), Fighting Vipers Moves (72)

ON LOCATION WITH THE NEW GAMESMASTER...

We've taken you to heaven and back and now we're about to go plumbing the salty depths...

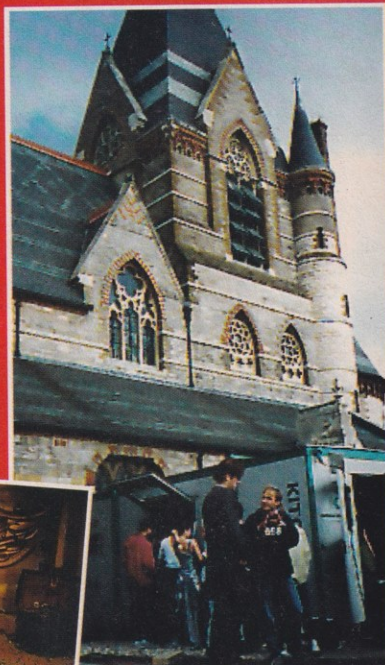
Ha ha ha ha ha ha HA! That. Was. Almost. A. Double entendre. By Dominik Diamond. Something, which, let's face it, we, the scourge of the British nation, the bastions of idiocy, the videogame-lovin', thrill-seeking game-chimps that we indisputably are, MUST GET USED TO. Why? Oh, for goodness' saaaaakes...

Currently filming in some filthy, disused church in the heart of thriving Docklands, the charmingly cheeky Dominik Diamond and his gaggle of barely-free-of-the-womb game-babies are as feistily frank and flirtily dirty as ever they were... and they're about to bring their own unique line in shock-jock videogames journalism to the electric television for the - yes! - SIXTH time in gracious KNOWS how many years!

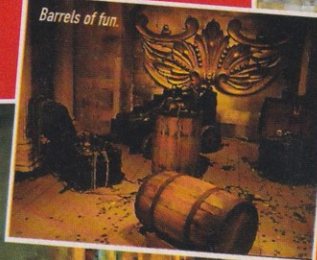
Producer Jonny Ffinch (known affectionately to we at GM Magazine

as simply 'Chooky') said these words, as we walked the well-trodden, but surprisingly short yards from our cosy, warm offices to the stark and clinical GM TV studios... "Oh, it really will be the dog's pinkie boobies, and no mistake... it'll be fun, fun, fun with a cherry plonked on top! Plonk plonk plonk!". Okay, he mightn't of used exactly those words, but he was deeply, dippily enthusiastic.

So what can the avid GamesMaster fan, sitting in his rancid, darkened, back-bedroom shrine in his FIFA slippers and his *Resident Evil* kipper tie really look forward to in the coming months? I mean, REALLY enjoy? Come, gentle reader, rub your eyes softly over these two pages, and inhale with your all-seeing sight...

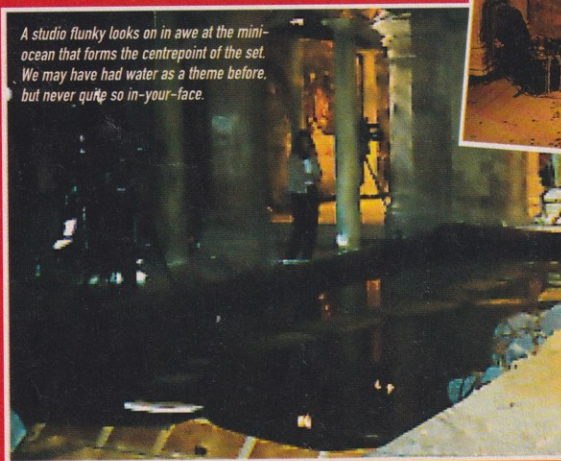


Barrels of fun.



The crew, hard at work creating the Atlantis of your dreams.

A studio flunky looks on in awe at the mini-ocean that forms the centrepiece of the set. We may have had water as a theme before, but never quite so in-your-face.



THE THEME

Another series, another slightly dodgy but ultimately expertly-chosen theme to contend with... and the latest, you ask? Why, it's an Atlantis-based series, of course! So, as usual, Dominik will be strutting around in a carefully-constructed suit while his surroundings - this time consisting mainly of sand and water, of course - compliment his great baldy short-haired head and scalpel-sharp beard greatly. The reason for the whole Atlantis 'thing', says Producer Jonny Ffinch, is simple enough. "Y'know that the last series was set in Heaven, right? Well, we were trying to think about where Dominik would land if he fell out of Heaven." Yeah... "And

it's obvious... he'd land in the water! So we thought that setting it on Atlantis, in the water, would be quite original...". A bit like in series one, when it was set on an oil rig, in the water, then? "Exactly".

Along with Dominik's chirpy, Carry-On style of delivery, then, will quite naturally follow two loathesomely lithesome, deliciously-dainty, scantily-pantily-clad girl-chums. Dressed in this case, of course, as mermaids. Well... I say 'dressed'... anyway, one of them's blonde, and the other is a brunette, so it'll be fine. The fullest pictures next issue...



Proof, if proof be needed, that the series is set underwater. Channel 4. Thursdays. Groovy.

SOME CELEBRITIES

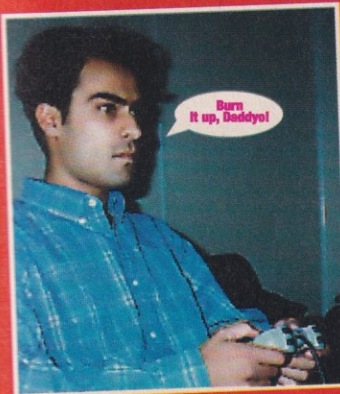
Casting aside the world-famous and shunning the big-money simpletons of this nation in favour of who'll show an ounce of gratitude for a bit of publicity, GamesMaster endeavours to not only bring you the likes of EastEnders' Sanjay and cricket's Adam Hollyoaks, but simultaneously tries its hardest to also reinstate the stars of yesterday, like 'simply pleasure' Sam Fox, for a totally plucked at random example.

So what will this lot be trying to do, you ask? NOT ONLY will Sanjay be trying his hand at the second installment of Psygnosis' excellent *Destruction Derby 2* (and we were with him as his sweaty soap-opera hands got to grips with it for the first time - read all about it next month), but you'll also be able to watch as Bear Van Biers - that slightly slight

woman who's been making frequent, uninvited appearances on British yooof TV in the most disturbing fashion known to her - prove her utter and complete inadequacy at the very latest in *Sonic* platform fun. Hey - why not watch and look and see? We can't reveal everything, but tune your TVs to Chaaaaaannneel 4 of a Thursday early evening from this month onwards to find out what the devil these stars get up to...

'I hate these cute little games like the thing with Sonic and his flinkies... I want a real game, where I can hurt people and chop them up with my weapons and have some fun... I think all girls do...'

Find out exactly why Bear hates Hedgehogs on GamesMaster, soon...



'Games such as this one are the only ones that interest me. If they've got an interesting twist in them, like this Destruction Derby 2, or if they're set in an interesting environment, then they're for me...'

Deepak Verma knows how to play... but will he succeed? Watch TV... or read our next issue...



'Oh, I love games like this... I don't usually, but this one is just how a game should be... and the soundtrack, oh, the soundtrack is superb. All games should have this soundtrack, y'know?'

What the hell was Danny John Jules - Cat from Red Dwarf, people - listening to? Find out, soon...

AND THERE'S MORE!

YES! Although saving, we hope, the really juicy details for our mighty and mammoth million page feature on what the blimey hell's been going on behind the scenes at the GamesMaster TV studios of late, we're still pretty keen to give you an idea of the kind of stuff they've been up to...

We've spent - as we always bloody do - days and days getting in the way of our slightly higher-paid GM siblings, checking out exactly what everyone's been up to, tripping over cables, getting shouted at by lighting men for using the flash on our cameras, and standing near the lovely, bubbly mermaid models smiling and shuffling our feet like overly happy puppies.

So, in GamesMaster 50, we aim to reveal exactly what happens when the world's greatest games show meets the world's greatest games mag once again in the gaming season, and let you discover the beautiful games babies they manage to forge and create.

So, next issue...

- What the crew REALLY think of Dominik...
- What Dominik REALLY thinks of the crew...
- More of Chooky's rather strange reasoning behind the Atlantis theme...
- What the models eat for tea...
- What happened when Atlantis caught fire and they had to call the fire brigade...
- What Sanjay from EastEnders, Samantha Fox, Bear Van Biers and Danny John Jules thought would be an interesting thing to say to a GamesMaster journalist...
- What happened when we moved

Dave 'The Unstoppable Games Animal' Perry's cup of tea slightly out of his line-of-sight...

- Samantha Fox
- And lots lots lots more from behind-the-scenes of the world's greatest TV games show with a man from the East coast of Scotland in a green suit presenting it filmed earlier this month in London and all the rest of it! OH YES, YES, YES! Thursday, 21st. November.



The Virtua Cop 2 challenge drew a rabid crowd, baying for blood, mucus and spittle. Do the competitors succeed or merely end up firing blanks? Something only WE know.

The month in...



Top PC strategy shoot-em-up *X-Com: Terror from the Deep* is being prepared for release before Chrimbo. You control a top secret underwater base and have to send out units to stop an alien invasion. The PC version was a top mixture of strategy and blasting, a bit like *Syndicate*, and the PlayStation version is being vamped up to make the most of the hardware.

Konami are gearing up their three pronged attack on the PlayStation after the ever so slightly disappointing *Project Overkill* (reviewed on page 52). After the huge success of the *Contra* games on 8 and 16 bit, a 32 bit version was inevitable. We have seen an early version of the game and the new 3D *Contra*, we can safely say, is one tough cookie. It captures the feel of the old games perfectly and the new 3D landscapes look awesome. As well as that they have RPG, *Suikoden*, and a full on 3D shooter called *Broken Helix*.

Virgin have ditched plans to let Sega have an exclusive Saturn deal with *Command & Conquer*. After initially agreeing the deal Virgin are claiming that Sega couldn't promise them that they could sell enough copies and so are releasing the game themselves. This means that they are free to release the PlayStation version at the same time. In case you don't know anything about the game, take a gander at page 28...

F1 has smashed into the charts. It sold 30,000 copies in its first week and has topped Sega's *Nights* by 5:1. The nearest rival to F1's phenomenal sales is Capcom's *Resident Evil*, which, again, is PSX exclusive at the moment.

DON'T MISS:

- Wipeout 2097 (38)
- Street Fighter Zero 2 (40)
- Final Doom (42)
- Project Overkill (52)
- Steel Harbinger (55)
- Tekken 2 Moves (60)
- Making of Monster Trucks (92)

PC

There's yet another new 3D graphics card about to hit the shelves. It's got the same features as just about every other one except that it allows you to wire your PC straight into your TV and it allows you to plug in a set of 3D glasses (which come with it). Games that currently support the specs include *Wolfenstein!* and *Descent 2*. More are getting converted to support them. The Micromedia 3D card and glasses will be on sale for £149 or thereabouts.

If you thought *Civilisation 2* was extremely deep, just wait until you get a load of *Master of Orion 2*. It takes *Civilisation* several steps further by adding more in-depth strategy and tactics. In other words, it's going to be a lot more satisfying and involving. In a novel twist the game is actually being brought forward by MicroProse so that it can be released before Christmas. Shocking.

Flight sim fans rejoice. *JetFighter 3* is on the way from Eidos. You get to fly numerous aircraft over loads of realistic-looking locations. God knows how they intend to improve upon the hundreds of other flight sims choking the market right now, but Eidos are confident they can bring something new and 'exciting' to the genre.

SYNDICATE WARS SLIPS

PC owners are chomping at the bit to get their hands on the amazing *Syndicate Wars* when it gets released at the end of this month. Our exclusive review in issue 47 led to the deluge of requests and pre-orders at shops all over the country. The bad news is that the PlayStation version has unfortunately slipped.

The good news however is that Bullfrog are using this extra time to make the PlayStation version a perfect conversion. There'll be no short-cuts taken with this one. We've managed to get hold of some screenshots for you and we think you'll agree that it'll be worth the wait. The PlayStation version is now due to hit in January '97, so perhaps you should ask for money at Christmas and get ready to blow it on one hell of an explosive game.

We still reckon the PC version is one of the best games ever. This can't fail.



Expect absobloomin'lutely massive explosions and lots of blood.



That skyscraper getting in your way? No probs. Just lob in a cataclysm and watch it tumble.



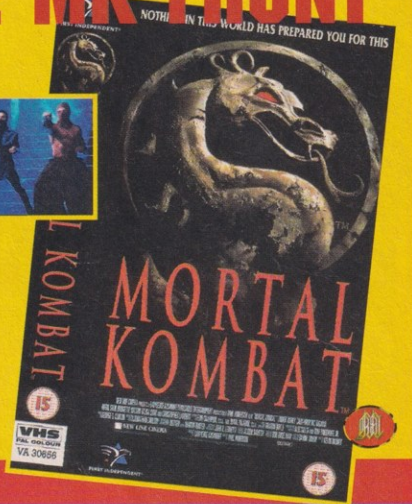
ALL'S QUIET ON THE MK FRONT

Over the last few months you've been *MK'd* to death. After we were all mildly impressed by *MK3*, *UMK3* and *MK Trilogy* there's going to be a bloody long wait for *MK4*. So, just to give you another fix of your favourite beat-em-up we've got a load of bonkers merchandising for you to win, including copies of the *Mortal Kombat* movie starring Chris Lambert.

Ten lucky winners will get a bundle consisting of the video, a poster, an *MK* mug, a T-shirt, a badge and a key ring. Not a bad little *MK* bundle. All you have to do is answer this question and use your psychic powers to make us pick your entry out of Marcus' lunchbox. Then you'll be a winner.

Name any character from the original *Mortal Kombat* game...

Send your entries into GIMME MA MK FIX, MAN, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.



Charts

F1 conquers all and gives Sega NiGHTSmares

CARTRIDGE

- | | |
|--------------------------|---------------|
| 1 Mario and Yoshi | GAME BOY |
| 2 FIFA Soccer '96 | MD/SNES |
| 3 Toy Story | MD/SNES/GB |
| 4 Micro Machines 2 | MD/SNES/GB/GG |
| 5 Worms | MD/SNES/GB |
| 6 Road Rash 2 | MEGA DRIVE |
| 7 Brian Lara Cricket '96 | MEGA DRIVE |
| 8 Dynamite Headdy | MD/GG |
| 9 Sonic And Knuckles | MEGA DRIVE |
| 10 Tazmania: Mars | MD/GG |

CD CHART

- | | |
|--------------------------|---------|
| 1 Formula One | PSX |
| 2 Formula 1 Grand Prix 2 | PC |
| 3 Quake | PC |
| 4 Resident Evil | PSX |
| 5 Z | PC |
| 6 NiGHTS | SAT |
| 7 Bust A Move 2 | PSX/SAT |
| 8 Fade To Black | PSX/PC |
| 9 Encarta '96 | PC |
| 10 Exhumed | SAT |

Pitball



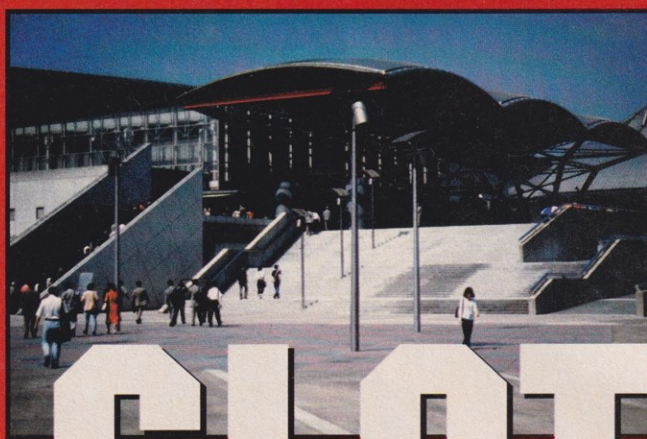
New 4 Playstation
coming soon



**WARNER
INTERACTIVE**

Along with the AOU, the Japanese Amusement Machine Manufacturers Association (or JAMMA) Show is the biggest thing to happen to arcade developers all year. It's a perfect opportunity for them to show all and sundry their sparkling new products and for everyone else to get a ganderage at all that is best (or about to be best) in the world of the arcade. And, this year, there was plenty to get excited about.

So, armed to the teeth with pencils and pads, GamesMaster flew to the Land of the Rising Sun to check out the latest offerings from your favourite games companies...



And here is the JAMMA show. Ultra modern, ultra sleek and ultra packed. Corny, it may sound but just look at that space-like exterior. Never seen anything like it before.

HOT SLOTS

TOMORROW'S ARCADE TODAY, COURTESY OF 1996'S JAMMA SHOW

SEGA'S BOOTH

As you'd expect, Sega premiered an almost complete version of *Virtua Fighter 3*, going on to release it in game centres around Japan



The busiest arcade rank of the show? With a full moves list already doing the rounds at JAMMA '96, the queues were phenomenal.

only a matter of days later.

VF3 was immensely impressive and, naturally, attracted many fans. Sega development deity Yu Suzuki has succeeded in creating a multi-layered beat-em-up easily accessible to every level of gamer. Beginners will be able to enjoy varied gameplay without the danger of being overwhelmed by ludicrously difficult moves and, at the other end of the scale, *VF2*-heads will not be lost with *VF3* as the new attacks and combos will be similar enough to those in

its predecessor to warrant bouts of tearful nostalgia, which we succumbed too.

However, both beginners and old hands will have to get intimate with the 'Escape Button'. This allows you to side-step (or dodge forward or backward) when your enemy is performing an attack. No need anymore to wait for the computer to give you the hand before the enemy is finishing his combination. This new system means you'll have to be more alert than before, and gives a greater opportunity to counter-attack, if you're fast enough to escape.

You'll also have to get to grips with another new feature: the environment. During the game, you'll have to be in the most advantageous position in order to perform your attack and may even use obstacles to your advantage.

A *VF3* demo was also up and running at the show and was greeted with almost universal warmth. It featured all the fighters from the game and the now obligatory excuse for some one-on-one violence, i.e. the story. One friend of GamesMaster's at the show claimed it made him "giddy" although that could have just been the raw fish. Certainly, though, *VF3* is sweaty brow material.

Near the *VF3* corner, hidden for the most part by a sea of dribbling Japanese journalists, was *Sega Touring Car Championship*. Tetsuya Mizuguchi was on the booth to introduce the first game from AM Annex. The game was running at a 99% complete version and Mizuguchi and his team worked through the night to present a finished version for the second day. This latest Sega racer demands a much more technically perfect style of play, including pit-stops and a pre-race qualification



Super Giant Slalom. One of many, many, many skiing games presented at this winter's JAMMA '96. Curiously, it wasn't that cold at the show...

test to determine your starting-grid place.

Players on the linked cabinet could join Mizuguchi later in the race, after passing the adequate qualification, for a spot of racing japey. All the cars offer different specs but GamesMaster would recommend the more experienced racer out there sticks with the Mercedes Benz. As you might well expect, slick players - you know, those that are rather fond of first place and all that - will be able to enjoy the delights of an extra circuit with consistently good driving rewarded with secret bits. *Sega Touring Car Championship* made a blistering impression at the show, despite the fact that touring car racing is less well-known in Japan than in Europe.

The only new game introduced by Sega was *Super Giant Slalom*, from their AM1 development department. *Super G* is a dedicated ski game to compete with Namco's *Alpine* series. The graphics are silky smooth, with a stage even taking place at night on brilliantly lit pistes.

Close to *Super G* was *Wave Runner*, also from the creative hands of AM1. It's gorgeous cabinet gives the game a very realistic feel, and in GamesMaster's opinion was the best of the dirt of jet-ski games in terms of gameplay, although Namco's *Aqua Jet*, as played by Sam Fox on the TV show, should be laughing copiously in the graphics department.

KONAMI'S BOOTH

Konami was one of the few companies to present a game with a new concept. *GTI Club Cote d'Azur* is a 'free-course' racing game. You get to race in a town where you can choose exactly which streets you want to go down. You also have to make use of a 'side-brake'. The streets are so tight that you have to turn 90° at a fair old rate, so you'll have to get accustomed to these side-brakes very quickly.

The game also features a 'Chase Mode', where the competitor's car will explode if you bump into it. This mode takes place in the towns of Southern Europe – particularly France (for some horrible reason). The graphics are wonderful, with the tiny cars – the Austin Mini and Renault 5 – being really detailed.

The camera view complements this unique look, shifting through some precarious angles when you turn and run over the pavements, street cafés and the like. *GTI Club* should be a spankingly good release. Just wait and see if we're not right.

Konami's second title, *Winding Heat*, relies on more simple, traditional gameplay. The player must choose a car from 14 different vehicles, and can go on to fiddle with their various features. Gameplay seems to be of a technical nature, with the player having to avoid contact with cars on the racing tracks as it merely damages your vehicle and costs more money to



In our opinion, Konami's *GTI Club Cote d'Azur* was the most impressive racer at the show. Roll on its UK release.



Taking out one of the many street cafés it feels a bit like the driving section of *Die Hard Trilogy* in this brutal respect.



The show threw up plenty of super-sequels, and Konami were no exception: *Solar Assault*, their first-person *Gradius*, drew in the crowds.

repair. A time attack mode is also available. *Winding Heat* is shaping up to be a good quality racing game playable on twin cabinets.

Solar Assault is the new 3D version of *Gradius*. The game was running on the same cabinet as Konami's *Speed King* as well as on a normal cabinet. Design of the panel seems to be similar to the other *Gradius*. You'll be able to move freely in a 3D environment (this is no *Starblade*!) and shoot or avoid enemies, as you'd expect. The view used gives some freshness to the epic *Gradius* series.

Konami also introduced the mysterious Cobra board, developed in-house in co-operation with IBM. According to Konami, this board

will be able to shift between 1 Million and 5 Million polygons per second (by comparison, the Saturn displays 1 Million polygons and PlayStation 1.5 Million). It's even rumoured to be more powerful than Sega's Model 3. During the show, Konami presented a demo of *PF73 Project*, a new fighting game using the the Cobra Board. The demo was very early but still very impressive, whipping the old Japs up into a right old frenzy. Could this possibly end up on Matsushita's M2 system? The rumours persist...



Expect to see these *Solar Assault* machines down at Paignton next summer. Not these very machines, obviously. Of course, GM tried out most of the shoot-em-ups at JAMMA and formed witty, stylish and critically accurate views on all.

CAPCOM'S BOOTH

One of the biggest attractions of the JAMMA show was Capcom's *Red Earth* (a.k.a. *Warzard*), which brought new meaning to the word "queuing". Despite 2D graphics, the game offers big-scale entertainment. Characters are hugely detailed and designed with gorgeous colours. *Red Earth* is shaping up to be one of Capcom's strongest arcade titles to date.

X-Men Vs Street Fighter was the second title from Capcom's hugely promising portfolio. The game offers a number of interesting features, including the "Variable Heroes Battle", which gives the player the chance to switch his character during the fight with another at the back of the screen. There will be 17 characters to choose from with a mixture of X-Men and SF members on show. The X-Men will be Cyclops, Wolverine, Storm, Juggernaut, Magneto, Gambit, Log, and Cybertooth, while the SF characters will take the form of Ryu, Ken, Shunka, Nash, Dahlsim, Zangief, Vega, Gouki and Cammy.

The all-new, all-exciting



Conan The Barbarian mixed with *Street Fighter*. Intriguing, Mr Bond... *Red Earth* is going to be spanking, that's for sure.

Street Fighter 3, unsurprisingly, looks very similar to *SF2*.



However, there will be the addition of four new characters and, controversially, the killing off of Chun Li (or so the rumours indicate). As you can probably tell, the game's still very much under wraps. Presumably, Capcom want to promote *Street Fighter EX* before promoting *SF3*.

And indeed, the most saliva-inducing spectacle at the show was Capcom's second SF game, *Street Fighter EX*, running in a fully playable format. So saliva-inducing, in fact, that we felt we'd investigate further elsewhere on these fact-packed pages.



Of course it's all been done before but, this time, the marrying of the X-Men and the hugely popular SF characters is on track to be a winner.

The SF fellas would look a bit weedy up against the X-Men, so the moves are improved.



MORE ARCADE ACTION OVER THE PAGE ➔

NAMCO'S BOOTH

For the second JAMMA Show running, Namco were demoing *Tokyo War*, a shoot-em-up which still hasn't made it to Japanese game centres. The game can be played by up to four players and is freakily heavy on the strategy front.

At the beginning of the game, you choose your team from a choice of green or white. You are then equipped with the necessary firepower, including 20 tanks. Nice. It may feel a bit like *CyberSled*, but the graphics are amazingly detailed and the game-play pretty darn exciting. You can opt for a co-operative style of play or pit your wits against a neighbouring player (the computer will take care of the other tanks). If your tank is destroyed, the computer will give you a new one after a short lapse of time. At the end of the game the computer will name the victorious team and give a rank to each player according to the number of enemies destroyed.

There was also a plentiful supply of new offerings from Namco. Their shunt into jet-ski territory, the aforementioned *Aqua Jet*, is certainly saucier looking than Sega's *Wave Runner*, but the actual cabinet doesn't offer all the comfort of Sega's one.

Namco's *Aqua Jet* should be with us sometime in early 1997. Keep your eyes peeled, as they say, because this is one game that definitely won't smell of fish. In true Namco tradition, it's drop dead sexy, fast and playable.



Tokyo War should now be ready for release – it was up and running on linked cabinets and certainly kept us entertained for almost half-an-hour.



Like the other similarly watery titles, it takes time to master riding properly. Diving is one of its interesting features. After a jump you'll penetrate the surface of the water and the jet-ski will slow down. *Aqua Jet* also has an emphasis on jumping, unlike its competitors. You'll have to take the wave in the right way in order to perform a good jump. At a certain point of the circuit, you'll even have to leap from a gigantic waterfall. But, for all its sleekness, many critics



weren't all that chuffed with what they saw.

An *Alpine Racer* two-linked cabinet was also revealed. It featured improved polygonal backgrounds and more detailed runs: tunnels, a town at night, etc. Thankfully, the runs look much less deserted than before. Another new element is the way you can choose your type of skier. You'll be able to choose from a girl (for the beginner) and two fellas, each with different skiing styles. Graphics have been improved and the linked capacity offers a new dimension to the game.

Alpine Racer was the pioneer in this area, and its sequel offers improved visuals and the top competition capability.

Dancing Eyes, on the other hand, is a puzzle-em-up using a 3D environment. The way it plays reminded us of *Vortex*. The action actually takes place on the body of a person. You have to follow a set of gridlines and close an area. When this area is closed it disappears and you'll be able to see what is underneath. All very strange sounding until you actually see the blighter running.



Strange old game, *Dancing Eyes*. A fair old lot of clothes-shedding goes on, we can tell you.

TAITO'S BOOTH

The gorgeous looking *Fighter Impact* was THE game of Taito's booth. Linked machines were set up and hacks were given the chance to pretend they were actually good at games and take part in numerous *Fl* compo's. However, it was *Puzzle Bubble 3* (Bust-A-Move to you or me) that attracted most attention. This revised version features 30 stages with more than 560 different maps.

Taito also presented a demo of *Darius G*. The demo was still very early and indicated that this would be a re-designed 3D version of the legendary *Darius* shoot-em-up series. It's still a horizontal scrolling game with the bosses and ships being the same as in previous *Darius*, but this time everything's constructed from polygons. The depth



Puzzle Bubble 3 will eventually have us journey harping things like: "So simple yet sooooo playable!"

dimension is not used. It was almost impossible to take any pictures of the game, though. Taito's staff, emanating the sort of aggression that Norman Bates would no doubt be pretty pleased with, were pouncing on any foreigner with a camera within a ten mile radius of their stand. We'll get 'em next time.

Taito also presented *Side By Side* (pictured above), yet another arcade racer. It throws up a very pretty advanced circuit, which winds its way through mountainous scenery, lined with Cherry Blossom trees. But, overall, this was a bit of a dog to play. The sort of game that leaves you wondering whether *Sega Rally* or *Ridge Racer* actually ever happened (and if they did, why *Side By Side*'s development team didn't learn from it).



Well, it didn't play what you'd call 'well' but it does look gloriously silky. We'll just have to wait and see.

SNK'S BOOTH

Mizuna Encounter Super Tag Battle is a ludicrously-titled beat-em-up in the pure 2D tradition of SNK. The new feature of this game is the 'Tag-Battle' mode, allowing the player to exchange his fighter with another one found at the back of the screen.

On linked cabinets, this game allows multiple combinations as far as co-operation with other players is concerned – Human/CPU versus Human/CPU, Human/Human versus Human/CPU, and the like. The game may look similar to other SNK beat-em-ups but the tag feature combined with linked cabinets offers some spunky gameplay.

Samurai Showdown 4: Awakusa's Revenge, is the last of the series (although quite how solid this is, we're not sure) and, just like its predecessors, it's blistering with moves, characters and typically stupendous SNK-style graphics. All new and improved, mind.

Neo Bomberman was also presented at the show. Developed by Hudson Soft, it offers two modes: the traditional battle mode as well as a co-operation option, where two players can join forces against others. Promises to be very special indeed.

SNK also announced vague details of a forthcoming football game entitled *Ultimate 11*, although they were M15-like in their secrecy. Be sure, though, we'll have news as soon as our mole gets it...



Yes, it's got a bonkers name but *Tag Battle* looks and plays traditionally.



Three of the simpler cabinets on show at JAMMA. Some had so much work put into them that on playing the game you became totally immersed. Well,

THE SWAMP

Among the gaggle of other developers, Tecmo, were showing off *Dead Or Alive*, a pleasant enough *Virtua Fighter 2* clone. The game goes for a distinctly different style of play. The arena is separated into two zones. In the outer zone players are much more vulnerable, receiving much greater damage. This feature makes the game more strategic than *VF2* (although the graphics make it a dead ringer for Sega's aforementioned title).

Atlus presented two interesting games, one on a Model 2 and the other one on an ST-V. The



Beat-em-ups were very much the order of the day at JAMMA. Just look at *Dead or Alive*.

hilariously named *Groove On Fight* will have Capcom's lawyers getting all hot under the collar with its exact interpretation of the *SF* sprites but, to be fair, it differs from

SF with the inclusion of the suddenly very popular Tag Battle Mode option.

Ultimate Domain, Atlus' second release, showcased some gorgeous polygonal fighters. The backgrounds are unlike anything seen before in the genre, with colour being the main

priority. The fighters are more akin to *VF* than anything else but the actual action recalls both the *Tekken* and *Street Fighter* games. A perfectly good clone.

Jaleco showed off *Second Earth GRATIA*, a retro-style horizontal scrolling shooter and Atari also made an appearance during JAMMA with early versions of yet untitled basketball and racing games.

Ultimate Domain. Looks like *Tekken*, but Atlus promise more.



OOSH KAAAA!

CAPCOM FINALLY GIVES US GAMERS A 3D STREET FIGHTER

Capcom, the undefeated masters of 2D fighting games, created the biggest stir at JAMMA by giving all and sundry a proper look at the latest in their long running *Street Fighter* series, *Street Fighter EX*.

The biggest challenge for developers Arika was to add a third dimension to the graphics without taking away the elements of what made the previous *SF* fighters so successful. So, while the technical side of the game may have changed from its previous incarnations, the control system has been kept much the same as that found in *Street Fighter 2*, with the player using the six-button pad as before. As a result, some critics felt that the game was

experience as, for so long, we were used to seeing only one side of Ryu's body.

As well as the existing characters being present in their new 3D form, there are four additional characters known as Skullomania, Pullum Purna, Doctrine Dark and Hokuto. These new characters were created wholly by the Arika team.

Street Fighter EX has still very much a traditional 2D feel even though it has had a 3D overhaul, but still wowed audiences with its fast, frantic feel. No, it doesn't make full use of its 3D environment, but if Capcom are involved then it's likely to be something very special. And, already, it looks like being that. We await with interest...



The leap into 3D seems to have been too much for some of them. Ryu looks distinctly shocked.



A rotating camera will be included according to Capcom. And here it is plain as bloomin' day.



There will, apparently, be two secret characters in *SFEX*. That is, however, merely rumour at this stage. Still, the four new characters should offer some much needed variety.



still being fought in a very linear fashion unlike *SFEX*'s contemporaries, *Tekken* and *VF*, which make full use of the 3D environment.

Nevertheless, with the graphics taking their turn in 3D territory, a 360° camera has been included which comes into use every time a special move is pulled off. This addition really makes for a very strange



SHOCK! Zangief has lost weight. Although his fist seems to have swollen slightly in the process.



The backgrounds are fantastically detailed. Game developers Arika have done a grand job on helping the old *SF* format make the transition into 3D. We'll be reviewing it shortly.

Ken in all his legs akimbo glory. You'll notice how absolutely everything has been given a Richard and Judy-style make over. Exciting.

X2

FOR - PLAYSTATION/SATURN
FROM - OCEAN/TEAM 17
AVAILABLE - NOV/DEC
PRICE - £40

**85%
COMPLETE**

Forget your 3D, rendered, texture-mapped, gourad-shaded polygons spinning through vast 3D worlds. Well, just for the minute, anyway. Team 17 are going back to their roots for their latest foray into the next generation world, you see. X2 is the follow-up to their Amiga hit *Project X*, a *Nemesis*-style shoot-em-up. It was gut-smatteringly good and tough as nails, just the way they should be.

Instead of upgrading the game to a fully

three dimensional world, the development team have gone for a faster, slicker, more action-packed-style of 2D game. It's an explosion of colour on your screen with great backdrops, huge numbers of enemy ships bursting all over the gaff and, of course, the gauntlet of outrageous weapons for you to use on the fiendish fops.

Pretty much standard weapons early on. Rockets, lasers and support pods.



There are ten levels to wade through, each guarded by millions of aliens and the obligatory boss (some have to be seen to be believed). There are 14 weapons and to add a little tactical thinking to the mindless blast-fest, you will have to work out which weapons work best against which breed of alien.

The style of gaming might be a little retro for some people's palette (side-on shoot-em-ups? Haven't seen one of them for ages...) but the blistering pace of the action and masses of enemies shifting around the screen certainly make this one to look out for. Watch out for the review in the next couple of issues.

The flaming dragon is a top bit. His head follows you as you fly around which can get a bit scary especially when he's puking flames all over the place.

THE INCREDIBLE HULK: THE PANTHEON SAGA

FOR - PLAYSTATION
FROM - EIDOS INTERACTIVE
AVAILABLE - NOVEMBER
PRICE - £40

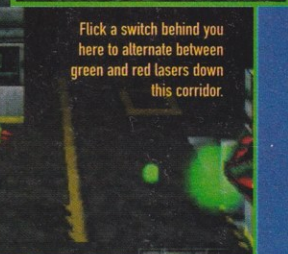
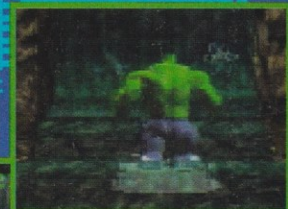
**70%
COMPLETE**

Never before has someone made such a successful career out of being able to tear his kit off and getting feisty. The fact that they killed him off in the last TV movie hasn't stopped him from making a reappearance in the latest offering from Eidos Interactive, though.

This time around (US Gold's previous Hulk game appeared on SNES and Mega Drive last year), the big green fella has developed some intelligence which he - or more precisely you - will have to use to roam around sprawling 3D levels, solving puzzles to gain access to other areas. These puzzles take various forms, including finding, and throwing, switches, moving crates to access other areas and the like. You collect various

'Pantheon' power-ups as you pass through the various stages, and can summon up the power of the different Pantheons during the later levels (each Pantheon superhero will appear to get you out of tricky situations).

The Hulkster has a few nifty fighting moves of his own to deal with anyone who cares to get in his way, as you'd expect, carried off using both pad and shoulder buttons. The only problem is you'll have to resist using them on the hostages that you have to rescue on some of the levels. *TIH:TPS* is currently in a 'tightening up' stage - including ensuring the main character isn't as blurred as it currently is - and it's planned to hit before Christmas. Hit. Geddit? Ahaha.



Flick a switch behind you here to alternate between green and red lasers down this corridor.

TIH:TPS clearly aims to satisfy beat-em-up fans who fancy stretching their puzzle-solving capabilities as well. We're hoping it doesn't turn into some routine, level-by-level, scrolling 'hunt-the-exit'.



MECH WARRIOR 2

FOR - PLAYSTATION/SATURN
FROM - ACTIVISION
AVAILABLE - NOVEMBER
PRICE - £TBC

45%
COMPLETE

One of the days when disputes could be settled with consummate ease. Fall out with a country (as long as its smaller than you and can't put up much of a fight) and bomb them. It's as simple as that these days.

But in the future - the not-to-distant one, mind - things will get a little more complex. You'll have to don huge metal suits and slug it out with high tech weapons and sneaky tactics. That's where the Mech Warrior comes in. You get to run around 3D landscapes carrying out complex missions in your suit, all the time blasting the other Mechs you encounter. *Mech Warrior 2* is, essentially, a 3D shoot-em-up with several new twists to the basic, familiar gameplay.

The PC version featured a network play option, instantly winning it

a lot of deadly enthusiastic fans and awarding it cult status. Producers Activision tell GamesMaster that they haven't decided whether to make the PlayStation version link-up or not, and there's still no word on the Saturn link-up cable. Let's just hope they do because that led to some great Deathmatch-type situations on the PC.

The PC version of *Mech Warrior 2* is everything that *Krazy Ivan* on the PlayStation really should have been. Let's hope the PlayStation version of Activision's sequel measures up. We'll be measuring it dead soon.



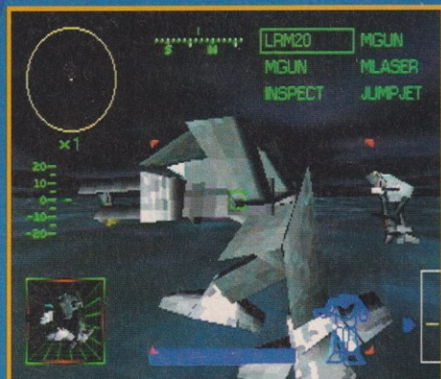
A big robot gives another a damn good seeing-to as you watch. Just sit back and let them do it, then take out the weakened survivor.



People with legs this long deserve to have them kicked in by the school bully.



You won't be finishing this on your first go like you may have *Krazy Ivan*, that's for sure. Especially if they 'squeeze' in the link-up mode.



This will be one of them there early screenshots where the graphics aren't quite as flash as they should be yet.

POWERMOVE PRO WRESTLING

FOR - PLAYSTATION
FROM - ACTIVISION
AVAILABLE - NOVEMBER
PRICE - £40

95%
COMPLETE

Until now, wrestling fans with a PlayStation have had to make do with Acclaim's *WWF Mortal Kombat* rip off. As good as it was, it wasn't exactly faithful to the real 'sport'. *Powermove Pro Wrestling* might just be the tonic you're after: a wrestle-em-down that looks and feels more like *Tekken*, all in proper 3D as your wrestler moves around the ring (and out of it if that's the way you want to fight).

Like *Tekken*, *Powermove* has a huge selection of moves. Not unrealistic fireball-style moves, but real wrestling holds and manoeuvres. Thankfully, the developers have gone for the more outrageous of the moves, not just the usual kick, punch and one special. After just a couple of attempts we had just about every character pulling of some moves that'd make you wince.

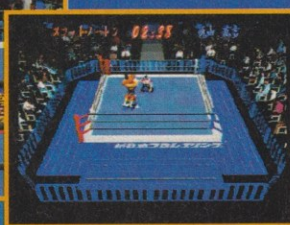
The game features various arenas and

camera viewpoints to try and recreate a television-style display. The graphics certainly add to the authenticity: they look amazing. Just watch some of the animations as you pull off the more sensational grapples... The version we played is still going through the translation process at the moment (it's been out in Japan a fair while) but looks as though it may well be a surprise hit come Christmas: *Tekken* in a ring - drool. Review soon...

Don't think the guy in green stands a chance against the big guys. If it's as rigged as the proper wrestling then he'll end up the champ.



Try not to get carried away with the post-match celebrations. Not cool.



You won't see any fireballs here but you will find some outrageous moves and plenty of greasily fast action.

What wrestling game would be complete without the evil crowds?



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REALM OF THE HAUNTING



Eye eye / really scary bloody alert

FOR - PC
FROM - GREMLIN
AVAILABLE - NOVEMBER
PRICE - £40

85% COMPLETE



Think you've put a bit much fuel on that barbecue, mate. The burgers might be overdone. As will anyone standing too close.

Glearly produced by people who have spent far too many late nights watching dodgy horror B-movies *Realm Of The Haunting* is a bit like *7th Guest*. A bit. But with a *Doom* engine built into it so that you can explore wherever you want, not just a short rendered bit where the programmers want you to go.

All the exploration and blasting (oh yes, you get to kill lots of things) take the form of short video clips that are used to build up the story (or confuse you even more, depending on how much attention you've been paying to the plot). There is a plot, but it's far too complex to try and explain.

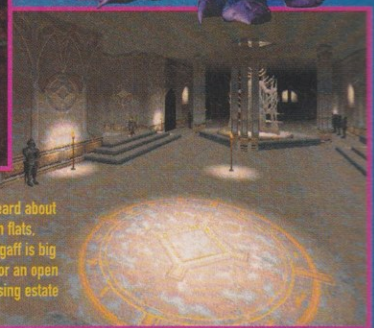


All you need to know is that all the exploring, killing and puzzle elements tie in together neatly to create an atmosphere rich game.

There are no big name actors involved so you know that the money went on the game rather than the stars. The control system lets you adventure and *Doom* it up at the same time. It sounds weird but it seems to work.

The game doesn't hold back on the horror front either. While it doesn't go overboard on the gore there are plenty of shock moments featuring ghosts, mutants and all sorts of creations from just about every horror movie. So there you have it, it's a *Doom* game, it's an adventure, it's a puzzler and it's a horror movie rolled into one. Wahey!

And for my next trick, a rabbit from out of my hat. Guff! Wrong hat. It's full of... matches?



You've heard about open plan flats, well this gaff is big enough for an open plan housing estate

FOR - PLAYSTATION/SATURN/PC
FROM - ACCLAIM
AVAILABLE - OCTOBER/TBC/TBC
PRICE - £40

90% COMPLETE

IRON AND BLOOD

This was originally going to be an M2 release, but what with Matushita seemingly incapable of deciding when they are going to release the machine, Acclaim have decided to bring it out on the PlayStation first instead. On a machine that isn't exactly short of 3D beat-em-ups, any new ones will have to be something special to topple *Tekken 2*. Enter *Iron And Blood*.

It features 16 characters from the Ravenloft AD&D world (in other words, you get gargoyles and goblins rather than just plain old humans). Each is armed with weapons and magic unique to that character. As you fight you can save your character to build up your strength and capabilities. The better your character gets, the more items

Meet Manchester United's new striker. It's Eric Cantona's big sweaty brother.



Anyone with a bit of sense would be able to keep a bloke with a sword at bay with this fle-ungge chopper thing.



become available to him. This unique feature is on top of the pretty meaty 3D engine that powers it all.

This medieval gore fest is no slacker in the polygon stakes. Each character is made up of around 4000 of the little fellas which enables them have more moves and attacks than any other game. Our initial opinion is that it looks absolutely phenomenal, but you'll have to wait until next issue to find out if we have the same feelings after a solid month's play. *I&B* is going to be the first solid RPG beat-em-up and it could be a hard one to beat by the looks of it.



Typical, give them big weapons and they still resort to fists.



The dwarf is thickly armoured with a mallet and bushy ginger beard. Talk about stereotypes.



While good old Codemasters are suffering all sorts of delays with *Sampras* on the PlayStation (the latest rumours say it may not be out in time for Christmas) Ocean are looking to steal their



For a tennis sim, it seems to have realistic graphics – just look at those scuffed areas.

glory with the release of *Breakpoint*. Interestingly enough, *Breakpoint* has been produced by the guys who did most of *Sampras* for Codies.

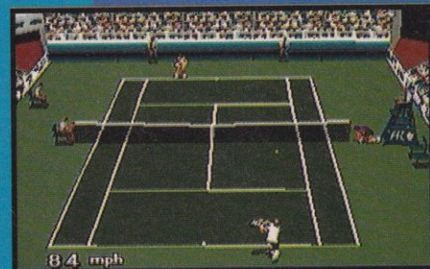
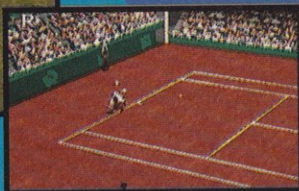
It contains all the usual tennis froth and fare, with a wide choice of realistic looking courts, an assortment of polygonal players (although in the Saturn version they aren't gourad shaded – shock!) and a regular selection of shots to play. Where *Breakpoint* looks like doing the business though is the game-play. It is the closest

anyone has come yet to almost reproducing the magic that was *Super Smash Tennis* (an older SNES tennis game – surprising, that – which has never been bettered in our opinion).

Right now, while the finishing touches are being put into the game, Ocean are in negotiations with Pepsi to add their ker-wality cola name to it and with the ATP to use real, lawn-licking players in it as well – exactly what a tennis sim needs, we reckon. It's a bit freaky that

the tennis sims are arriving this winter, but we'll be giving it a right playing over in the next few months.

Try playing it from this angle. It's fair on one of you but don't bet on the other player winning.



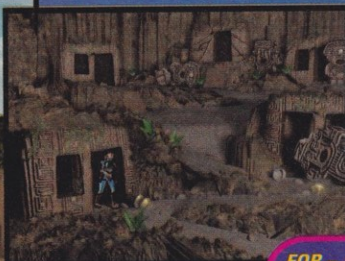
The use of the 'speedometer' in the corner of the screen certainly helps when you want to intimidate the real-life, fleshy player sat next to you.

FOR – PLAYSTATION/SATURN
FROM – OCEAN
AVAILABLE – NOVEMBER
PRICE – £TBC

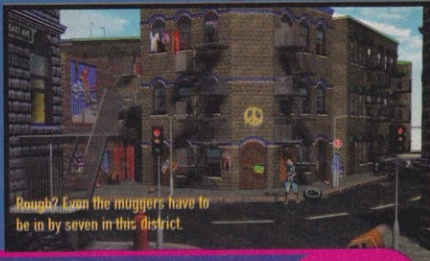
90%
COMPLETE

BREAKPOINT

These two come from 'Ard Gits Incorporated, guaranteed to save the world from evil scientists or your money back.



We've heard this is like the hotel where Marcus stayed in when he went to Greece the other week.



Rough? Even the muggers have to be in by seven in this district.

FOR – PC/PLAYSTATION
FROM – OCEAN
AVAILABLE – NOVEMBER/FEBRUARY
PRICE – £TBC

70%
COMPLETE



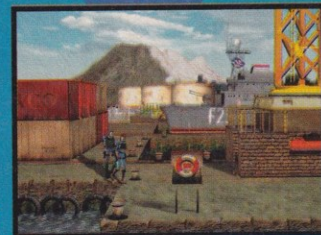
The game that refuses to be put into a genre. Well that's what Ocean reckon anyway. In other words, it's

explore over 100 locations which have all been rendered on Silicon Graphics machines, saturating the environments with plenty of colour and lavish detail.

part shoot-em-up, part adventure and part RPG. Come to think of it, the only thing it isn't is a sports game. *Guts And Garters* (whose real names are Hank and Stacy, but they reckoned that they weren't 'hard' enough) are two characters who have to travel to some remote island to stop some bloke doing genetic experiments. Beats rescuing princesses, we reckon.

The game is a sort of stroll around, explore, kill and solve puzzles-type affair. You have to

One novel feature though, is the way in which you will get to interact with your 3D environment. Shoot stuff and it will stay damaged, that kind of thing. Even the shadows will change as time passes. It's been tried before but it hasn't worked properly. Maybe this time Ocean have got it right. The PlayStation version is being launched early next year but we should be looking at the PC version in all its glory next issue. Sounds top.



Quick, no-one's looking. Let's nick the warship and go for a quick blast around the harbour. Last one home has to fight the doctor.

FIRST LOOK

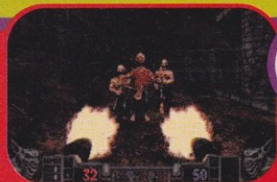
BLOOD

EIDOS • EARLY 1997

Some first-person shooters aren't *Doom* clones. They use the first-person perspective, sure, but they often incorporate their own, original ideas. Others are blatant *Doom* clones. *Blood* definitely falls into the latter category.

Set in hell (clone!) and featuring a whole host of hellspawn-like monstrosities (clone!), it pits the player against the evil of the Cabal. Which, naturally, means plenty of violent conflict incorporating such diverse weapons as tommy guns and hairspray (no, really).

DOOM CLONE
OTHER FORMATS: PC



Another game that uses the *Duke Nukem 3D* engine, and there are some *Duke* ones on the way too. Life is good.

The game will feature sloped and slanted floors, rooms above rooms, rotating and inclining walls, environments that can be destroyed, 360° movement and the ability to look up and down. To be fair, even if this is plain-as-day *Doom*-esque it's still likely to pack quite a punch. One to watch, we predict.

We're all DOOMED!!

PSX

Christmas is coming and that means mucho under-the-Christmas-tree-scampering. So, what can you expect this year and beyond? GamesMaster ganders away...

EXCALIBUR

TELSTAR • BY XMAS



Come on then losers, I'll have the bloody lot of ya. Come on then.



He seems to be a tad upset by the way you're looking at him, assuming it is a him. I'd move if I were you.

Everyone loves a bit of sword and sorcery, especially if King Arthur's somewhere near waving his sword and moaning about his bowels. Which means that Telstar are onto a bit of a winner because both these things are

The Spaceman and King Arthur ..

very much involved in *Excalibur*.

However, in this age of mind-blowing technology, the plot has been updated slightly and spiced up with a spot of time travel pitting the ancient wits of King Arthur's niece Beth against a band of evil time travellers intent on stealing the famed sword and it's magical powers.

We've talked about this game before and all that Telstar will still reveal is the plot and the bare minimum of gameplay details such as the fact *Excalibur* will be an 'arcade adventure'. Exploration will be a key element as Beth tries to banish the time travellers from Camelot and then has to follow them forward in time. Expect some serious confrontation as well. Intriguing, we think you'll agree.

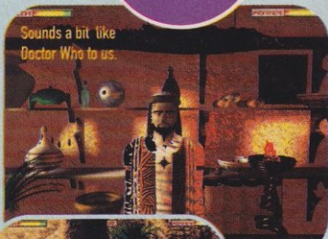
PSX

ADVENTURE • OTHER FORMATS: SATURN/PC

STAR SYSTEM

INTERPLAY • WINTER '96

Text-based puzzler in which the player is set the task of going back in time to save the Earth from destruction in the future. The plot sounds intriguing in its attempts to merge portions of *Civilization* and *Wing Commander* into proceedings and reportedly includes some stunning 3D visuals. From the early version available, *Star System* looks and sounds fantastic and unless something desperately serious goes wrong, you can expect this to be a favourite in the GM office.



Sounds a bit like Doctor Who to us.



Civ? Wing CD? Puzzler? In one? Can't fail can it?

Time travel malarky

PC

SHOOT-EM-UP • OTHER FORMATS: NONE

JOE BLOW

TELSTAR • EARLY 1997

A strange old chestnut, this. A slightly obscure story about childhood nightmares, an evil



Lisa told us about one of her dreams that had something like this in it. How we'll miss her.

Emperor and a plumber called Joe Blow is contained within

Blow or suck?

Mummy.



the confines of a cutesy fantasy adventures in which said plumber works his way through a series of increasingly tough worlds. Naturally, along the way he meets up with a number of interesting characters. Telstar promise a graphical treat and oodles of original gameplay. More as we get it.

ADVENTURE
OTHER FORMATS: PLAYSTATION/PC

SAT

SWAGMAN

EIDOS • EARLY '97



You've had Take That, Boyzone and the Spice Girls. Now meet the new teenybop sensation, the Swagman crowd. They can't be worse.



you the very early shots months ago, it's time for an update of Core Design's next game, due early in the new year.

There are over 17 locations to explore, all viewed from the slightly strange angled overhead view which gives the game a definite 3D feel. The game is split into two main areas: The Real World - where the children live - and The Territories, where Swagman resides. The two can be reached via some *Super Mario 64*-style warp mirrors.

Interdimensional kid sucking!

Weirdness is very much dish of the day in *Swagman* with two young children being sucked into the Swagman's world and gaining special abilities. After bringing

Developers Core, now residing under the Eidos Interactive title, along with US Gold and others, describe *Swagman* as an adventure Role Playing Game, and with its blend of unique 3D-ness and a reportedly breathtaking cinematic intro, *Swagman* should have us cold hearted critics smiling from ear-to-ear.

The perspective isn't the only thing that's weird in this game. Come to think of it, everything is.



ADVENTURE • OTHER FORMATS: PLAYSTATION/PC

CYBER GLADIATORS

SIERRA • NOVEMBER

With the beat-em-up now well established in the marble halls of PC land, Sierra have, this month, revealed their own attempts to rewrite the genre in the form of *Cyber Gladiators*.

Traditional values are the order of the day with ten, ahem, 'Cybot Warriors' to choose from as well as ten playing arenas and up to 50 different moves for each character. The action is viewed from a side-on camera which may, indeed, go for 360° walkies, although in the early version it remains pretty much stationary.

The game reeks of quality craftsmanship with the graphics stunningly drawn and the sound suitably thumping. Although not

likely to add much to the overworked, over stretched beat-em-up community, this could easily turn out to be a sleeper hit. We'll be keeping our beady GM eye on this.

Quite how hoofing great robots slugging it out will handle we're rather unsure. Could be just what the PC beat-em-up market is waiting for.

Rollicking mecha on mecha action!



BEAT-EM-UP • OTHER FORMATS: NONE CONFIRMED

XS

SCI • NOVEMBER

It's like a *Doom* deathmatch, but much more violent and interactive. You enter an arena with several other players

(computer or human) and have to track them down and waste them. The arenas are true 3D and there're plenty of extra weapons and items to pick up. It's fiendishly addictive and let's face it, if you can kill your mates without getting

told off then it must be okay.

Sci-fi scrapage



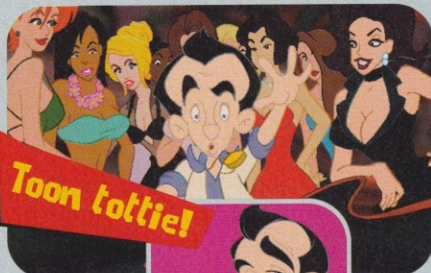
SHOOT-EM-UP
OTHER FORMATS: NONE CONFIRMED

LEISURE SUIT LARRY 7

SIERRA • NOVEMBER

For those uninitiated in the world of Leisure Suit Larry, there are generally two vital ingredients involved:

innuendo and large-breasted women. Number seven in the long running saga promises much of the same with text-based adventuring being complemented by lovely cartoonish graphics. Should be a bit of a grin, if nothing else.



Toon tottlet!



He's old, he's wrinkly and if you play it right he gets the girls.

HUMOUROUS ADVENTURE
OTHER FORMATS: NONE PLANNED

LORD OF THE REALM 2

PC

SIERRA • WINTER '96

Submit to my will!

Very much in the *Civilization* mould, *LOT2* pits the player against the forces of neighbouring lands, unpredictable weather conditions, natural disasters, disease and starvation as the player battles to build up an empire from scratch. Whereas the first *Lord Of The Realm* passed by pretty much unnoticed, this is likely to



After *Civ 2*'s sales go through the half million barrier clones are bound to appear.

emerge as a priority purchase on the Christmas shopping lists of every aspiring Caesar-a-like.

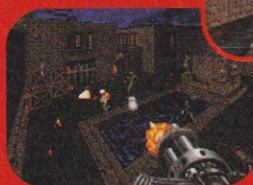
GOD SIM
OTHER FORMATS: NONE PLANNED

SHADOW WARRIOR

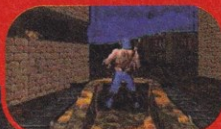
PSX

EIDOS • EARLY '97

A mysterious little game scheduled to appear during the dietary period straight after *Chrimbo*, *Shadow Warrior* is Eidos' attempt to rewrite the shoot-em-up genre. The story takes longer to explain than an Eric Cantona press conference but



Looks like they've got the weapons bit sussed. But what about the levels?



It's the Duke Nukem 3D engine again. We all know how good that is. Well 'ard.

suffice to say the object of the game is to take an army into battle against the evil Kirin. Destroy landscapes, swim, crawl, fly, climb and, more importantly, blow everything apart with any of the twelve weapons at your disposal. Plenty of entertainment to be had, we can tell you.

Doom raider

SHOOT-EM-UP
OTHER FORMATS: NONE PLANNED

STEEL LEGIONS

EIDOS • SPRING '97

Metal Mickeys

PC



Steel Legions is looking a dead cert to get the GM multi-player treatment.

Marrying a *Syndicate*-like plot and *Power Rangers*' robots, *Steel Legions* promises a 'revolutionary Artificial



Intelligence system' mixing action and strategy. Certainly, the game seems very promising with, apparently, no one battle ever likely to play the same. On top of this there are randomly generated landscapes, a blistering multi-player facility and a network set-up that can support up to 100 players at the same time. Well, we know what we're going to get for our PCs...

Will they be as tough as the Mech Warriors? Guess we'll know in '97.

BLASTER
OTHER FORMATS: NONE PLANNED

PHANTASMAGORIA 2

PC

SIERRA • DECEMBER

Welcome to Spooksville, Arizona

The first *Phantasmagoria* did little to win friends. Coming on seven CDs, it overdosed unnecessarily on FMV and took

a fair few CDs. But, Sierra now also promise to deliver some winning gameplay as well, with you actually having some involvement in the plot instead of merely feeling like you're watching a particularly expensive movie.



Blood, sex and violence. There's plenty of all of it in *P2*.

under a day to finish. Not the sort of thing to inspire a follow-up, you might think. Well, no, not really. Except, well, there is one. And it's arriving this Christmas.

Phan 2 is to follow closely in the footsteps of its predecessor with copious amounts of FMV and, possibly,



I guess they won't be trying to get a 15 certificate for this. A guaranteed 18 if ever we saw one.

All the necessary ingredients are in here: axe/flesh

interfacing, much spilled blood, dismembered limbs, zombies and a couple or ten sex scenes. And the preview version was so grim it made *Resident Evil* look like *Bubble Bobble*. Still, Les is looking forward to it...

BLOODY MYSTERY
OTHER FORMATS: NONE PLANNED

1st BIRTHDAY ISSUE!

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arcane

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COMMAND & CONQUER

SPECIAL

COMMAND & CONQUER WINDOWS 95

Just over the way there, in the *Rebellion* panel we talk about how you could improve the PC version of C&C. Well, we've come up with another solution.

Why not re-write it for Windows 95 and have sumptuous SVGA graphics played over a massive full-screen display? Well, sweet, sweet mother of God if they haven't been and gone and done it and everything. The original was grand enough as it was, but the improved visuals and other features included are, well, words simply fail us. It's being released soon so keep yer eyes peeled.



You can see the improvements from these few screenshots. More detail, better images and a bigger play area due to a slight reduction in size.



Much as we wish that the yellow gas shown here meant that the programmers have included chemical and biological warfare, it's just a landing site for a helicopter to drop off a single marine for this tough GDI mission.

War 'sim' *Command & Conquer* has been around for years, but while the names of many games have long since been forgotten, C&C remains near the top of many PC player's top ten favourite games lists. Basically, it's smart, and as a result of its classic status, developers Westwood Studios and publishers Virgin have seen fit to treat Saturn owners to their very own version.

The premise of the game is a simple one and if you're at all familiar with a game called *Dune 2* (it's about three years old now) you'll know the score. Basically, you play one 'nation' and the computer plays another. You have to take over the largest amount of areas on the map by capturing territories from the other player. Simple.

In order to do this you first have to choose an area and set down a mining facility. This then gets to work mining valuable Tiberium. The money you make from this valuable ore goes towards building barracks and acquiring armies and vehicles. You then send your

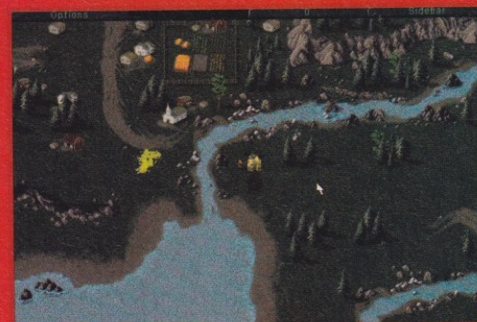
little military units off to conquer your opponent. It's a simple idea, but as any fan of the PC version will tell you, the straightforward gameplay, coupled with the exhilarating missions, makes it one of the best games of its type.

Graphically, this Saturn version appears fine and, indeed, dandy. The old PC version suffered by being VGA only. If you're not PC literate this basically means it was a bit blocky and cack. Fortunately the Saturn is capable of better and it delivers much more detailed scenery and characters. The control system has also been implemented superbly and makes excellent use of the Saturn's joypad. In fact, all in all, we're currently enjoying playing this even more than we did the original PC game all those yonks ago.

Apart from the improved graphics, control and sound (did we mention that?) nothing much else has changed, which is fortunate considering the game was so bloody fabulous anyway. It's essentially the same game, but with any rough edges that existed smoothed out

COMMAND & CONQUER PLAYSTATION

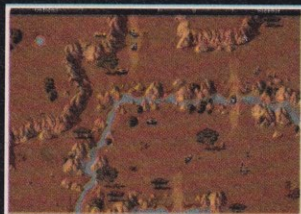
PlayStation owners are in for a bit of a treat when *Command & Conquer* appears in November. Not only will they get the full game, they'll also get the *Covert Operations* add-on disc bundled in for free. Other than that the game will be much the same as the Saturn version pictured on these very pages.



Originally the Saturn version was supposed to come out first but Sega and Virgin had a bit of a disagreement about how many it would sell so everyone is going to get it together.

As you can see from this screenshot the PSX version looks every bit as good as the PC

**WAR IS FUN. WAR IS GOOD.
WAR, IT'S A BIT OF A LARE.
COME TAKE A LOOK AT THE
GAME THAT CAN TURN A
PACIFIST INTO A MEGALO-
MANIAC IN SECONDS...**



CONQUER

REBELLION

If you've played the PC version of *C&C* and you were asked "How could it be better?" you'd probably have to think for quite a while before coming up with only a few minor tweaks. But how about this... all the thrill, action and general superbness of *C&C*, but set in the Star Wars universe instead of humdrum old 20th Century earth. HOH MY GOD!!!! Oh yes, it's a pretty dreamy prospect, and will become a reality for PC owners, at least next year it will. The PC version is bound to be huge (PC owners seem to like this kind of thing) and if it is then expect PlayStation and Saturn versions about six months after. We'll keep you posted on this very exciting little number.



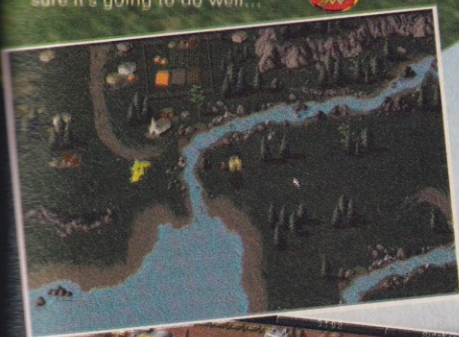
It's early days yet but already the thought of Star Wars and *Command & Conquer* getting together, spending a quiet night in and giving birth to *Rebellion* in nine months time has everyone weak at the knees. We can't wait. It'll be the best thing in the world ever.

and buffed up until they shine. It could be argued that maybe the developers should have tried something a little more ambitious this long after the original PC release, but we're having none of it. What we have here, is a reworking of what, in our opinion, was a classic game, but now with a smart new lick of paint.

The only downside we can think of at present is that PlayStation owners will be getting extra missions (which came on an add-on disc for the PC) free with the main game, whereas Saturn players won't. Why? It seems a tad unfair, doesn't it? Still, in the meantime, have a dribble over the screenshots in anticipation of the game's release in November. We will of course be reviewing the thing next issue, but unless the developers make some huge gaff in its final stages, you can be pretty sure it's going to do well...



The game is packed with rendered video sequences and live action footage. They aren't just there for decoration though as they play a vital role in building the story and atmosphere.



COMMAND & CONQUER

RED ALERT

SPECIAL

COMMAND & CONQUER IS BACK, AND IT'S BACK IN TIME. THE NICE YANKS TAKE ON NASTY COMMIES IN THE BIG PREQUEL.



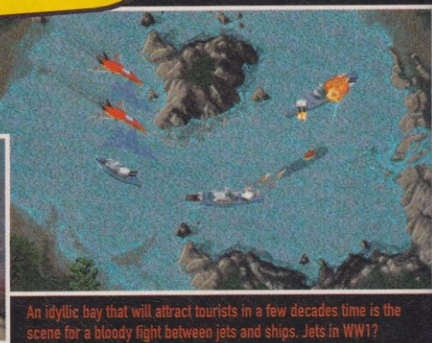
The new rendered video gives you some kind of indication of the battles that you can expect.



A new feature will be the complete control you get over sea-based vehicles like ships and subs.



The space race comes into it, although rocket technology is more fun when you use it to blow up the enemy.



An idyllic bay that will attract tourists in a few decades time is the scene for a bloody fight between jets and ships. Jets in WW1?

If *Command & Conquer* broke new ground in war gaming its sequel almost definitely won't. But then again, it won't need to. The original sold millions of copies and the sequel, or prequel really, is set to follow in its footsteps.

Developers Westwood have taken the basic engine and tweaked it a little to sort out the faults that arose. First, the intelligence of computer opponents has been souped up so that they aren't quite so gullible to the same tactics all the time. Second, the graphics have been tweaked a great deal. Everything is much more detailed now

and the side bar icons are almost photo-perfect, instead of dodgy drawings like they were before.

The game itself has been taken back through time, to a World War Two era where the Nazi invasion didn't happen and the Russians are the big threat. All the weaponry and vehicles are taken from that timescale. More advances have been made on the network side as well. Now up to six players (or as it normally ends up, five against one) can go for global domination. There is also an option to play the game over the Internet, but expect huge phone bills if you go for this.

The basic gameplay remains the same though,

with different units and objectives to make the missions different from the original. Now you can even be attacked by dogs which make a disturbing whimpering noise when you mercilessly gun them down. And if you think that joyriding is bad then you should see what happens when you unleash a bunch of thieves on the enemy. You also get to use ships and submarines in different missions, giving much more scope.

Red Alert is one of the big hopes for Christmas and if the performance of *Command & Conquer* is anything to go by then this is almost certain to be the PC's Christmas number one. It's impressed us so far, but we need another month's play to be totally sure.



GM Scenario 1: Time for red alert. While a small force attack the pylons the main attack is driven home by the grunts with the help of your air force. Unless those planes aren't yours, in which case your brave men are about to find out exactly what napalm tastes like. Tasty. The rest of the base is on its last legs so we'll assume these jets have just finished a pretty devastating bombing run.

CAPTURE IT!



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destruction, filthy cunning and devilish
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C&VG 5 OUT OF 5

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PlayStation Plus 91%



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Acclaim

REVIEWS

MOTHER OF GOD, GAMES ARE GREAT. IT'S A PITY YOU CAN'T GET TO SEE MORE OF THEM IN MOTION... BUT AAH. THE SHOW'S BACK ON OUR SCREENS ON CHANNEL 4. AND YOU'LL BE ABLE TO SEE LOADS OF THE GAMES REVIEWED HERE. WATCH OUT.



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OUR REVIEWING GUARANTEE...

1. We play every single game to within an inch of its life.
2. We use the most experienced, opinionated reviewers in the business.
3. Average games get average marks, ie. 50-60%.
4. We're not swayed by swish graphics - only gameplay.
5. We never, ever review demos.

MARCUS HAWKINS



Position: Editor, GamesMaster

The goggle-eyed guy nor's been sniffing around the show's set this month. And Bear Van Bear.

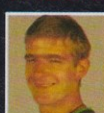
LES ELLIS



Position: Deputy Editor, GamesMaster

Dosed up on a diet of Pepsi, Elastica and SM64, Les trips headlong into the tomb of Laura Croft...

WILL GROVES



Position: Prod' Ed', GamesMaster

That's IT for Will as a regular team member - he's off to PlayStation Power soon. Freaky beats, son!

WIL 'UNI-L' OVERTON



Position: Dep Art Ed, GamesMaster

The highlight of Wil's month was spraying 64fan's covergirl with a saline solution from a giddy height.

GUEST REVIEWER



DAN GRIFFITHS

Sloughed his PC skin for a PlayStation years ago.



DEAN MORTLOCK

One of these kids is doing his own thing...



JAMES ASHTON

We can't go near James when he's into Sonic.



ZY NICHOLSON

Wave Race and badgers. A mixed up month indeed.

64fan

Wave Race 64 played to death!

59

TOMB RAIDER



Even in the heat of battle, or the stress of pulling off impossible moves and jumps she never loses her shades. Even when the T Rex was upon us during our first go she still kept the shades. What a babe.

LES ELLIS



Some of the rendered video at the start of the levels is just ridiculous. Like this amazing jump from an elevator cable. A stuntman would think twice about doing that.

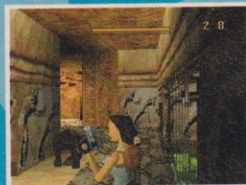
Indiana Jones in the body of a supermodel. Jones with Jugs. That's what *Tomb Raider* is all about. It draws on all the best elements of the Indiana Jones movies (giant balls of rock rolling down corridors after you, horrible French people trying to beat you to your goals etc) and wraps them up in a 3D game the likes of which you won't have played before (unless you have played *Super Mario 64* of course).

This is the closest the Saturn has come to reproducing the magic that is *Super Mario 64*. And that's the last we'll say of it. Except of course that now you have buns, er, I mean guns. Sega might already have a mascot, but perhaps the prickly blue guy's days are numbered. Give me a mascot that's female, can kick-box, can shoot and perform gymnastically impossible feats as well as having a fit body any day.

Each level of *Tomb Raider* is a full-on 3D affair (not the pseudo 3D apparent in *Crash* and

The guns track independently so you can shoot in all directions and live longer.

Don't worry, he'll probably end up on Animal Hospital with our Rod.



Problems occur when you let things get too close to you. Jump back to shoot it.



There, that's better. That thing won't be messing with you ever again. Now what?



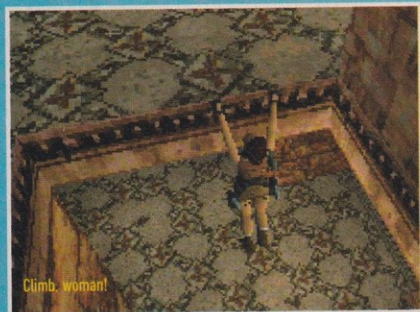
Don't bother patting the animal, love. Get to the high ground and shoot it.



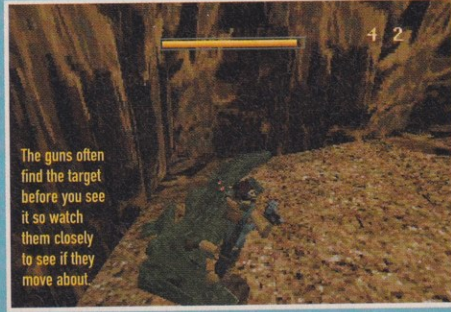
Big rooms usually hold lots of doors. Keep your guns out when you open them.



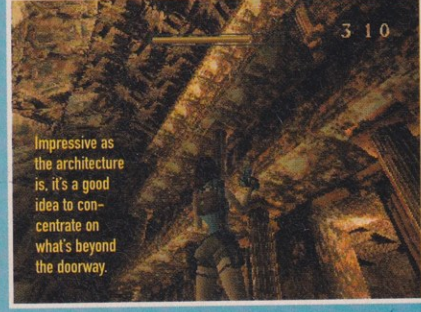
Use the look button to work out how you are going to make your way around.



Climb, woman!



The guns often find the target before you see it so watch them closely to see if they move about.



Impressive as the architecture is, it's a good idea to concentrate on what's beyond the doorway.



Treading water like Shazza Davies gives you time to work out what you have to do to get out of the level.

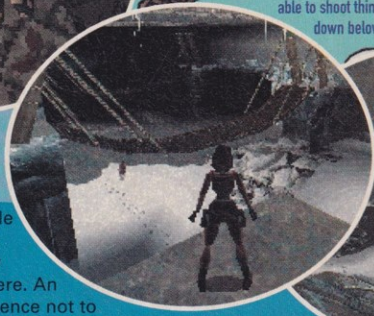


How's this for stomach churning? One of the levels has you climbing and jumping on a huge set of platforms. You can't resist looking over the edge when you reach the top.



Thank God for the safe walk mode, you can't fall off the high ledges with that.

Look over the edges. You may be able to shoot things down below.



NiGHTS), just like *SM64*. You can stop at any time and have a good look around at your surroundings, which is often the only way to find the solution to the puzzle you've been trying to solve for hours. The level design is so perfect that there is no place that you can get stuck. There's always a way out of any situation, you may just have to look a bit harder than normal to find it.

Tomb Raider also features the most incredibly tense atmosphere. *Resident Evil* had to rely on shock tactics to build up some ten-

sion (which is alright by us). This doesn't. If the music that crops up during the time doesn't get you (and there's nothing so intimidating as walking into an unexplored area, when some spooky music cranks up and you just know that something is about to happen which probably won't be good) then the succession of seemingly impossible jumps that seem to crop up on each level will. By the time you get to the end of each stage the tension is almost unbearable. As you walk down corridors and see a room at the

end you will find yourself pausing to take a breath and settle yourself before you go in. Now that's atmosphere. An amazing experience not to be missed.

Not only do you get the back of a slender polygonal lady to look at during the game, but the rest of the graphics are equally impressive – just not quite so generously proportioned. All the

levels have their own distinctive look and although some of the textures and features are repeated you never get the feeling that the *Tomb Raider* team in Derby just ran out of ideas and

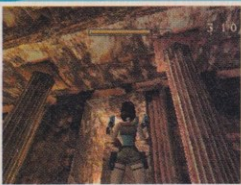
The rough and rocky edges often conceal little passageways that hold key items.



If you're out in the open listen out for animals as they come to attack.



Bats often cause problems in rooms like this, so keep the guns out and ready.



Watch out for red splashes in the water – you're probably being shot at.



The pools may look inviting, but sometimes crocodiles may beat you to them.



HANGING ABOUT THE TOMBS...

CROCODILE

Make life hell later in the game. You could try and copy Tarzan by wrestling them, but you'd just end up dead. Pumping them with lead seems much more effective.



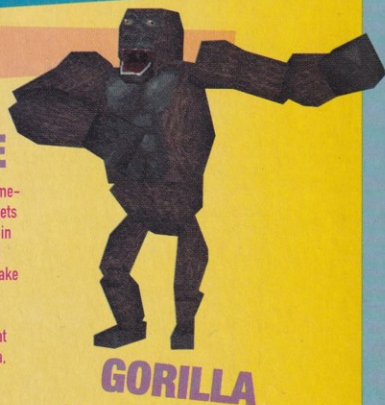
FIT LAURA

Well which would you prefer? A blue hedgehog, an orange bandicoot, a dumpy Italian plumber, or a completely tasty and perfectly formed girl like this? The girl must get your vote every time. She's got mine.



FRENCHIE

Slimy, greasy, smelly nemesis of our heroine. She gets to shoot loads of them in the game which just adds to the fun. "Take that for Michel Platini, that for dodgy wine, that for Eric Cantona, that for greasy food and that for Joe Le Bleedin' Taxi, you swine! We drink Blackcurrent Tango and our proud to do so. So watch out!"



GORILLA

Infinitely preferable to Frenchie but harder to kill unfortunately. You first meet these after flicking a switch that opens their cage. From then they'll be all over you (literally) so an itchy trigger finger is good. Not as tough as the T Rex.

SECOND OPINION



One of the most impressive things about *Tomb Raider*? The fact that it's been developed by a small team in Derby and is certain to sell bucket-loads in Japan — a nation known for its respect for games. That's what. It's a truly gorgeous game that plays like a

demon, and one which developers around the world should learn a thing or two from. Next month we'll be reviewing the PlayStation and Saturn version and I can't wait. I still think Ellis' infatuation with a game character is a bit worrying. I wonder what his girlfriend would think of it. ...

She tries out her "Oh I didn't know the camera was looking at me, honest" pose.

Another relevant picture or just more gratuitous shots of a well-proportioned girlie. We just admire the quality of the rendering technique and the level of detail ...



bunged something in to save time. All the levels just seem to stretch out forever when you first go in — just wait until you see the forest region on the second level where the dinosaurs roam freely, it's awesome. The story-building rendered video sequences are equally honed to perfection, and the script is played for laughs without a doubt.

But it's the gameplay where *Tomb Raider* really comes into its own. There isn't much that can touch it on any system. Thanks to the brilliant level design and easy to master controls you can soon find yourself immersed in the initially worrying huge levels (and we are talking size of a cow here). Once you learn the secret of the running jump you soon find yourself reaching those seemingly impossible plat-

forms, extending the areas even further.

There are so many features that have been put in to improve the gameplay. The weapons and items for example. Finding everything you need to solve the many puzzles you encounter may not be the most difficult thing to do but you still get a hell of a sense of achievement when you do.

One of the things that makes *Tomb Raider* so much fun to play is that whenever you go through a level and think, "I wonder if I could go

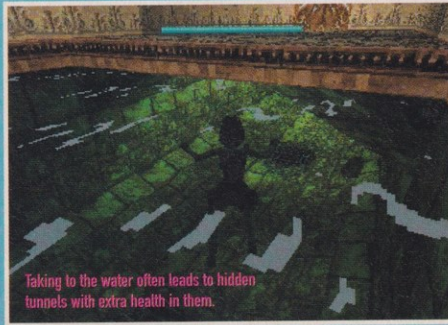
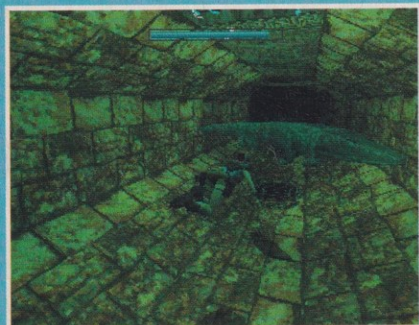
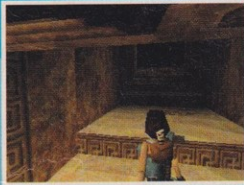
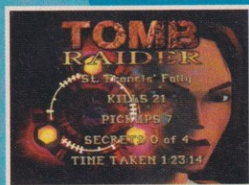
Look at that time taken stat. 16 levels and most are longer.

You can always see where you have to go, but not the easiest way to get there.

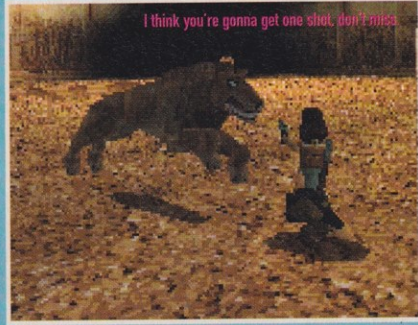
Surely that wasn't a Jurassic Park Raptor that just ran off down there was it?

You'll be amazed how much that little backpack can hold. Just as well, really.

Taking the dog out takes on a whole new meaning. You use a gun instead of a lead.

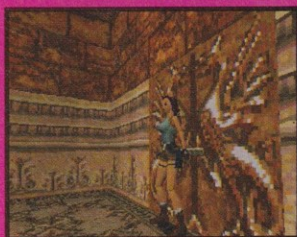


Taking to the water often leads to hidden tunnels with extra health in them.



I think you're gonna get one shot, don't miss.

WHAT A CLEVER GIRL SHE IS



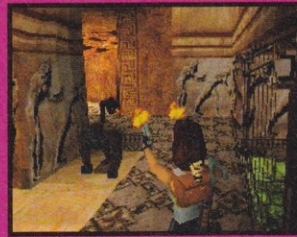
Switches open doors, but more often than not they're not close to the doors they open...



Honest, we just went for a picture of her swimming, we didn't know it was going to be a close-



If you fall off of this ledge you're in deep cack, so hang on and climb up to safety, for now.



And of course she does something Mario never will. Guns down animals in pools of blood.

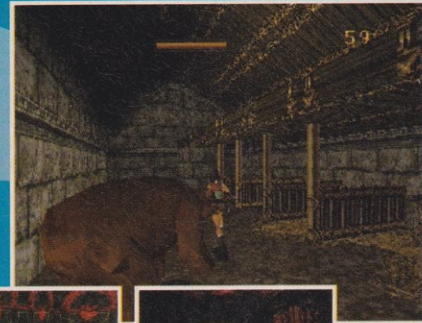
Hmm, hardly any energy and plenty of locked gates. You're in trouble. Let's just hope there's no animals but plenty of health nearby.



You may think you're safe underwater but once the little old bar runs out you're going to meet a fate worse than, well, as bad as death.



Look, you've got a bear behind. Not some irrelevant, sexist joke, but a bloody 18-foot hairy TRUTH. We're not like that an GM, you see.



up there?", or, "I wonder whether that's possible?" the game always seems to answer in the positive. You never feel restricted. Whether it be climbing rock-falls, swimming through passages, fighting off French archaeologists (oh, how I cheered when I gunned the first one down) or even fighting off the unwanted attentions of a Tyrannosaurus Rex, there doesn't seem to be much you can't do. The more daunting or intimidating they make the challenge,

the more you want to see what lies beyond it.

Tomb Raider is terrifyingly playable. Minutes meander into hours as you finally suss out another puzzle and have to carry on to see what it offers next. So take the phone off the hook, order your food to be delivered early and get ready for the most addictive, absorbing experience the Saturn has to offer.

It's been a long time coming - numerous delays have plagued it - but it has

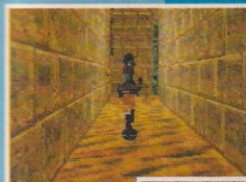
been worth the wait. *Tomb Raider* has just blasted its way right to the top of the must-have games list for the Saturn, a place normally reserved for the likes of Sega's in-house games.

It's completely, utterly bloody brilliant and you'd have to be a bit of a kipper (or an N64 owner) to miss out on owning the non-SM64 gaming experience of the year. Seriously, get it in.



Don't mess about, have a close look or kill it quick.

Hmm, big gate. Water on the other side. Switch in wall. Holes in floor. Any ideas?



Going up seems safer but I bet the keys you need are in the dark tunnels.



This could well be Lisa having another playful game with her pitbull, Samson.



Rickety rope bridges. Would the programmers really be nasty and make them all collapse?



Jump the Grand Canyon? No worries. Ride through fire? Dead easy. Fist fight a Frenchman? Well I might break a fingernail or two so I'll have to use a gun instead. Fine by us.

TOMB RAIDER

FOR: SATURN
NO OF PLAYERS: 1
FROM: EIDOS/CORE
AVAILABLE: NOVEMBER

GRAPHICS

95

Brilliant 3D levels and polygon characters allow a lot of flexibility in game.

SOUNDS

93

Spooky music to build up the atmosphere and loads of spot effects.

GAMEPLAY

96

Proper 3D platform action with loads of puzzles and blasting thrown in.

LIFESPAN

94

16 massive levels that will take an age to explore. Big replay value.

OVERALL

95

JUDGEMENT:

THIS GAME REALLY SHOWS OFF JUST WHAT THE SATURN CAN DO WHEN SOMEONE TAKES THE TIME TO PUSH THE SYSTEM. A TRULY GREAT GAME.

Wipeout 2097

WILL GROVES



Once you've tired of proper racing, take on the time trial option and perfect your racing line.

Although you would scarcely have believed it possible, the visuals are noticeably better.



Use the Electro Bolt to make your enemies go all wobbly. This one's been wasted sadly.



As if we needed an overhead banner to tell us what our racing tactics should be.



There's quick. There's speedy. There's break-neck. After that comes supersonic... and then, out on its own, there's Wipeout 2097.

Unfettered by such tedious considerations as realism, friction or wheels, 2097 picks up where the first game finally disintegrated in a blur of metal-fatigue and nervous breakdowns, and cranks the whole thing to screaming metal point. (Or something.)

If you know the original, you'll doubtless be more than happy with 2097. If you don't then skip straight to this. It's faster, meaner and slicker than its ultra-fast, very-mean

It's quite obvious that this bloke's going to crash and burn. Use the top buttons for severe cornering, especially on later tracks.



IT'S THE PITS

Now that you can take damage and, ultimately, die, it's only fair that 2097 has a new energy recharge lane parallel to, but longer than, the start/finish straight. And here it is. Avoid triggering Autopilot near its mouth when your energy's down, as it'll pull you straight in, even if you don't really need to.



SHOOTING YOUR BOLT

One of the things that sets the Wipeout series apart from other racing dynasties is its use of weapons and power-ups. 2097 features a range of tarted up and all-new power-ups that are so beautiful that we feel happy to offer you, in time-honoured tradition, The Weapons Boxout, done in a spurious marked kinda way.



Fun: 3/10 Use: 8/10 Overall: 5/10

Plasma Bolt
A straight line shooter, brightened up with a little time-lapse bar and squiggly gold effect. Instantly destroys an opponent if it hits. A solid weapon.



Fun: 6/10 Use: 8/10 Overall: 7/10

Missiles
A guided missile that locks on to opponents using a fancy rotating HUD square and pursues them ruthlessly. Great to use, annoying to receive.



Fun: 6/10 Use: 8/10 Overall: 7/10

Thunder Bomb
Drop what looks like a mine and, after a dignified pause, you'll be looking at a flash of white and a smart-bomb type effect. A bit disorientating.



Fun: 7/10 Use: 9/10 Overall: 8/10

Autopilot
Hit this little fella and your ship takes off with CPU controlled mastery, losing it to your much more fallible control.



Fun: 6/10 Use: 6/10 Overall: 6/10

Rockets
A lethal grouping of three bright red rockets, launched instantaneously and intent on trouble. Not too accurate, but a blast.



Fun: 0/10 Use: 8/10 Overall: 4/10

Shield
Encloses your ship in a blue cloak that looks like a vitamin pill, sort of. Makes you impervious to damaging attacks.



Fun: 0/10 Use: 9/10 Overall: 4.5/10

E-Pak
Tops up your energy levels, postponing time consuming pit-lane top-ups. OK, it ain't exciting, but it is useful at times of extreme rubbishness.



Fun: 5/10 Use: 5/10 Overall: 5/10

Electro Bolt
Homes in and subjects the victim to a severe case of the DTs, wobbling them all over the gaff. As with all weapons, don't run into the back of your victim.



Fun: 9/10 Use: 7/10 Overall: 8/10

Turbo Boost
Boosts your speed to frightening levels, giving a real rock-back-in-your seat experience. You won't believe the speed. Frightening, yet loveable.



Fun: 3/10 Use: 7/10 Overall: 5/10

Mines
Drops a string of mines behind you to slow up anybody who's trailing you. You can hear them go off sometimes, but you can't see them.



Fun: 12/10 Use: 8/10 Overall: 10/10

Quake Disruptor
Sends an enormous ripple shooting up the track ahead of you, throwing any unfortunates it catches into the air. Can obscure your view of the track.



Ah-ha, with a rocket under your belt just get a lock-on and watch your enemies perish.



The lighting is tremendous, especially when you enter the tunnels. Claustrophobics beware.



The pumping soundtracks are made all the more head-screwing by the accompanying explosions.

and super-slick predecessor.

This time you'll be racing in the new F5000 league (50 years and several million horsepower further on than *Wipeout*), and, while the whole game's taken a slightly darker tone, the initial experience is far more accessible than before. Soft-core punters who were put off by the demanding, oddly simmy racing of the first game will be far less likely to collapse in floods of tears when they come across *2097's* slower learner class and familiar arcade-style time extension structure. The new checkpoint and shield depletion features certainly up the ante.

Die hard fans need not fret, though. The new tracks are even more fiendish and the game's upper classes are even quicker and more demanding than the original's Rapier division. The top class, selectable when you first start, outstrips anything you've ever seen, while the class above that, accessible only when you've performed in all the others – not easy – is faster still.

Most of the obvious graphical improvements are in spot effects, although the top class shifts at an unspeakable rate. That's not to be dismissive either – as effects go these real-

ly push the definition 'spot'. From the new acceleration-dependant exhaust glow to the grimly lit tunnels to the awesome track-rippling Quake Disruptor weapon, *Wipeout 2097's* looks outshine every other

PlayStation game to date.

But like we always say, it's the gameplay that really matters, and as we'd hoped, *2097* doesn't disappoint. Again, with the easily intimidated in mind, the most significant improvements are actually engine tweaks. As well as some new teams with different handling and the shield and time limit bits, there's a new collision detection system to deal with things when you hit the side of the track. If you hit the wall at any sort of angle (about 20° or more) you still slow right down but hit it at an acute angle and you'll get away with a slight scraping noise, minimal damage and only partial loss of speed. A huge improvement.

In short, *Wipeout* owners, buy it. *Wipeout* non-owners, buy it. Everybody, buy it.

Future Music

As well as artists like Underworld, The Prodigy, The Chemical Brothers and FSOL providing the dreamy dance background sound to *Wipeout's* sequel, they're also contributing tracks to *Wipeout 2097* – The Album. You'll be able to pick up the 14-tracker on double CD, double LP and double cassette in record shops now. There's also a national club tour planned, with The Chemical Brothers due to perform live at several venues. More news in this month's Network...



Look at that glorious vapour/jet trail thing. And it changes according to you speed and stuff.



This is an external view, but it's far better played inside the cockpit. It's more controllable somehow. Still, each to his own.

Loading screen

This is the only loading screen we've ever been able to tolerate, and even love. All the little squiggles zoom-zoom about and the count-up to 100 keeps you happy. Well done.



This is from the new movie, Indiana Jones And The Temple Of Vroom. Ouch, sorry.



Lift off. There are a few, very, very terrifying jumps in this sequel. Keep the speed up.



Choose the type of race, the team and the class. Enough options for you?



What a shame you can't experience the ludicrously high speeds through these shots.



Like the game isn't hard enough, without it all going dark like this. Death is inevitable.

SECOND OPINION

Progress has peaked. Between this and *F1* the PlayStation now has the finest racing games in the universe. The link-up mode is especially recommended. The whole game is now much more playable than before, and a lot easier too. I bet Sega will need a serious change of underwear when they see what they're up against this Christmas. A bloody top racer.

WIPEOUT 2097

FOR: PLAYSTATION
NO OF PLAYERS: 2
FROM: PSYGNOSIS
AVAILABLE: OUT NOW

GRAPHICS

95

Better looking and quicker than its stunning predecessor. Lovely front-end.

SOUNDS

94

Scary techno soundtrack from famous names, and ominous voices.

GAMEPLAY

93

Flawless racing that will challenge any level of player. Rewards practice.

LIFESPAN

93

Link-up has to be played. It's superb. One-player will last and last too.

OVERALL

94

JUDGEMENT:

A SEQUEL THAT IMPROVES ON ITS STUNNING FOREBEAR IN EVERY RESPECT. PSYGNOSIS MUST BE IN THE TOP THREE DEVELOPERS IN THE WORLD RIGHT NOW.

Right, um, it's a schoolgirl indecently exposing herself in a gent's public lavatory. Isn't it amazing what you can get away with in a video game?

With at least one charge on the super bar, every character can 'reverse' an oncoming attack with a well-timed D, DB, B+P or K.



AIIEEEE - HOMEWORK!

Alpha 2's extra contenders are a sight more interesting than Sodom or Adon. Here comes a new challenger...

- Japanese schoolgirl Sakura imitates her idol Ryu with a rushing Dragon Punch and arcing Hurricane Kick, but play her with the same tactics and you'll die horribly. An office fave, she's already more powerful than that mouth-and-trousers loser Dan...
- Old-timer Gen was first seen in the original Street Fighter. He can switch from Mantis Stance to Crane Stance and back, thus giving him a choice of moves and fighting styles within the same bout – one of Alpha 2's welcome innovations.
- Zangief and Dhalsim boast minor improvements, but how many players would regard them as favourite characters? An odd choice, we reckon, and you won't ever see a Super Spinning Piledriver using an official Sony joypad. Bring back Honda!
- Rolento is a nasty piece of work from Final Fight, and he cheats by bringing a large stick to the tournament. The mercenary's wall-leaps and rolls might remind you of a certain clawed Spaniard, though his baton-twirling can combo like Fei Long's Rekka Ken.



STREET FIGHTER ALPHA 2



Nash's end sequence suggests that we won't be seeing him again. No, really, that's it. A shame, then, that he hasn't really changed since Zero.

where *SF* really takes off. Combos, fakes, traps, psych-outs, strategy – they all originated here. Even the new batch of supposedly 3D fisticuffs can't help but 'borrow' this or that feature from the old master, yet most of them fail to achieve the depth and balance that enables these elements to work so beautifully together. Fortunately for us, *SFA2* maintains that integrity.

Indeed, the secret of Capcom's success is that every instalment has managed to add interesting twists and tweaks to its predecessor without spoiling or compromising the basic system that lies at the heart of the series. A good *SF2* player could play and win at *SFA* without ever resorting to a shadow move, for instance, although they'd soon find themselves learning new tricks as they explored it.

The keyword for *SFA2* is 'finesse'. Experts

will notice minor modifications, such as not being able

to cross-up with the back-twist of an air hurricane, and many characters play as they did in *Alpha* with just a spot of smoothing out. Those too-easy chain combos are largely absent, with normal attacks tagging



appeal? Four years ago you might happily have joked about *Street Fighter 37 Championship Turbo Special Edition Hyper Battle (part deux)*, little knowing that tiny microphones were relaying your conversation via satellite to dour-faced stenographers in Capcom's ideas department.

That vital ingredient 'X' has to be the game engine itself. Some beat-em-ups lose their charm when you've mastered all the moves, but that's

Note Sakura's kid bro in the background: he's playing a video game and seemingly 'working' the fight going on in the yard. Postmodern or what?



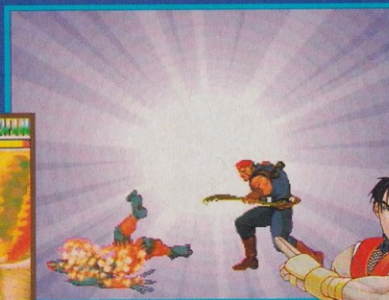


Sakura's hurricane has a built-in leap, so you can't do it mid-air. Takes practice to use well.

Bonny's bird: play Dalsim on his own stage and his lass turns up to cheer!



We're sure Akuma's air fireballs were inspired by dodgy pirate arcade boards of older SF titles. Because they're insidious gits.



Finish your opponent with a custom combo, like Rolento here, and a violet sunburst backdrop rubs in: VICTORY!

CUSTOM COMBOS

By pressing 2P+K or 2K+P when your super bar is flashing, you can initiate a shadow move of your own devising. This 'custom' super combo allows you to enter all the normal attacks or special moves you can manage before the timer at the bottom of the screen runs out. Creating a decent super move is harder than it looks, groovy when it happens.



You no longer need annoying cheats to play all the characters. Phew.



HOW TO BE A COMPLETE GIT

Forget the Arcade Mode. This is all about two human players matching their skills, tactics and reflexes in the virtual arena – er, isn't it? Not if you learn to cheese the GamesMaster way:

1) Buy a cheap and nasty second joypad that doesn't recognise Dragon Punches. Then grab the best pad for yourself, stick it in the side you like to play on and never, ever swap with your friend.

2) Wait until your friend has chosen their character before picking the one who can normally beat them.

3) Insist that you both reduce your damage levels for a long strategic fight, then bump yours back up slightly while nobody's looking.

4) Finish your opponent with a quick cheap throw, then say "Oh sorry, that was supposed to be a shadow move. These pads, eh? Tsk."

5) Innocently claiming you haven't witnessed it before, ask to see their character's taunt move (available by pressing SELECT).

Then destroy them with your finest combo.

6) Having reduced your foe's energy bar to a fine sliver in the final round, lay on the unblockable damage with fireballs and level 3 super Dragon Punches. Done correctly, the computer will award you a wedge of cheese as your victory symbol. Congratulations, you're a Street Fighting git!



GAMESMASTER TIP

Would you care to indulge yourself in a spot of thunder-thighed 16 bit nostalgia? Ready that kerchief, sir (for your tears, you oaf). Highlight Chun-Li, press SELECT and keep it held until you see her profile picture change. Now hit any attack button to choose her as a character. When the game starts, Chunners will be wearing her old-fashioned SF2 costume with the trashy white boots and 17 denier tights. Sigh.



more like SF2 Turbo, and the custom combos aren't any more powerful than the usual super moves. Despite the lack of narrative animations and a few graphical frills (there are no reflections in the puddles of Gen's stage, for instance) it's also a much better arcade-to-PlayStation conversion than Alpha.

Given the undoubted talents at Capcom's disposal, however, they always manage to overlook some really obvious points in the design of their games. Where are the modes and options that most other games boast? Where are the memory card records for character stats, best times or biggest combos? We've also had to concede that Capcom couldn't give a damn about CD loading times. They're still frustratingly long, with nothing more interesting than a NOW LOADING... message to stare at while you rattle your pad in anticipation. Whenever you die you're forced to choose your character and reload the relevant graphics data all over again, even if you're just continuing a game in arcade mode. Why?

Such flaws weigh heavy on a game that

some would claim is past its sell-by date. Whenever it was slipped into the GamesMaster PlayStation, however, a crowd of eager drones all bidding to play the winner of the next match had to be dragged away from the TV and told to get on with their jobs. Yeah, so it's just another Capcom 2D beat-em-up; yeah, so the differences wouldn't amount to much more than an expansion disk if this was on any other format; but it still possesses a charm

that some of us find hard to resist. Indeed, I must personally apologise to readers of Playstation Power for the lateness of this month's issue. Their art editor beats me two games to one, on average.

STREET FIGHTER ALPHA 2

FOR: **PLAYSTATION**
NO OF PLAYERS: **1 OR 2**
FROM: **VIRGIN**
AVAILABLE: **OUT NOW**

GRAPHICS

78

Crisp, clear comic-book sprite designs and, thankfully, improved stage backgrounds.

SOUNDS

50

Is it an elevator? Is it late night C4 Teletext? No it's SF2! Cheesy listening.

GAMEPLAY

90

It still 'has it'. Whether you still 'want it' depends on how big a fan you are.

LIFESPAN

85

With competent human opponents, an SF title can last you for years.

OVERALL

86

JUDGEMENT:

PLAYSTATION OWNERS CAN BE FORGIVEN FOR CHOOSING THE MIGHTY TEKKEN 2 OVER YET ANOTHER SF TITLE, BUT ALPHA 2 IS STILL THE CHOICE FOR DEVOTED FANATICS.

FINAL DOOM



Blimey. This demon got so scared when he turned the corner to be faced with your little popgun that he promptly filled his pants with a green poo-like substance.



Agh, sequelitis. You can imagine the scene in the GT office. "Right then, *Doom* was brilliantly successful so we need to do the sequel. Doh. We put the sequel and the other follow-up episodes on the original disc. Now what are we going to do?"

They've ended up doing what the rest of us have been doing for ages. Using WAD levels instead. These are levels that have been designed by *Doom* players and are usually available for nothing on cover discs or the Internet. So PC owners beware, you probably don't need to buy this, and anyway you should all be playing *Quake* and *Duke Nukem* by now.

But on the PlayStation you can't use WADs and you won't be getting *Quake* until next year at the earliest. So until that or *Duke Nukem* finally appears, this is the only way you have of playing more *Doom*.

Although all the levels are different this is essentially the same game as the original. They haven't

even put any new weapons in. Even worse, they haven't bothered to put any new monsters or enemies in either.

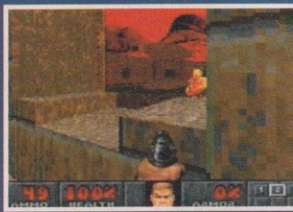
Normally this would make an effort like this totally pointless.

However, if you thought *Doom* was a pushover then this is something that will challenge your *Dooming* capabilities to the limit. All the levels are huge and extremely tough. The designs are devilish, and just when you think you've got a level sussed, something will crop up to completely wee on your parade.

Yet again, though, this can be a drawback because the PlayStation version of the game lacks the ability to save your game whenever you like. This means that when you die at the end of a big level, which you will, then you have to start right from

scratch again, which is frustrating in the extreme.

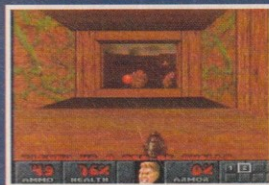
But despite there being nothing new on offer and it having the same flaw as the original, *Final Doom* is still bloody good to play. If *Doom* freaked you out then this will definitely mess with your head. It's a bit expensive when you consider that it's little more than a data disc for the price of a full game. If only they'd thrown in some new weapons and monsters, this would have been smart. But hey, in just a few short months *Duke Nukem* will be out.



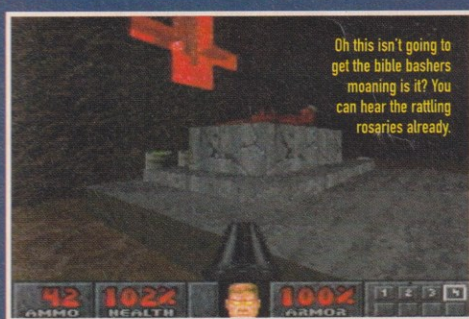
WHAT DO YOU MEAN YOU'VE NEVER DEATH MATCHED?

You don't know what you're missing. Get two machines, two copies of the game and two TVs. Now link the machines up with Sony's link up cable and get ready for the ultimate *Doom* game. The levels are the same but you can play them without monsters if you like. Then it's a case of hunting down the other player and killing him. You can set up an ambush so as he walks past an alleyway you step out and slaughter him before he sees you. Death match rules.

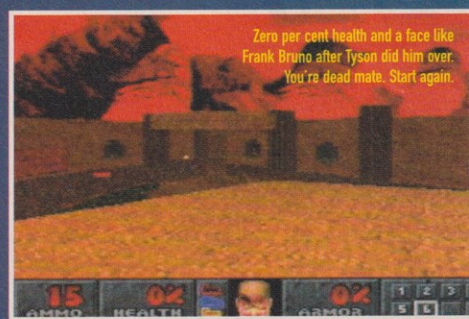
The *Doom* Channel Tunnel. In here it's zombies you put up with, not the french.



A quiet walk in the country. Just you, your partner and your trusty old chaingun to take care of those annoying "Got any spare change?" people.



Oh this isn't going to get the bible bashers moaning is it? You can hear the rattling rosaries already.

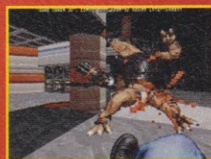


Zero per cent health and a face like Frank Bruno after Tyson did him over. You're dead mate. Start again.

YOU THINK DOOM IS GOOD, JUST WAIT TILL YOU GET A LOAD OF THESE...



HEXEN
It's the *Doom* engine again but it's wrapped around a role-playing Dungeons And Dragons-style universe where you use magic weapons against mythical monsters. The game is more tactical than *Doom* as well so you won't be just running and blasting everything. A real toughie.



DUKE NUKEM
The Duke is the roughest and toughest videogame hero ever. It's *Doom* with a sense of humour and

much better graphics. Run around strip joints and moon bases blasting aliens with the most outrageous weapons ever.



QUAKE
The boss of *Doom* games right now. The best ever death-match game although the one-player option does get a bit samey. It is being planned for a PlayStation release, providing the PlayStation can actually do it.



TERMINATOR: FUTURE SHOCK
Much under rated this is *Doom* with Terminators. Go

up against the SkyNet forces in the first game to give you complete freedom in a 3D world. Go in and out of buildings, drive jeeps and even fly an HK. Very atmospheric. Let's just hope the PlayStation version incorporates the superb link-up mode as well.

FINAL DOOM

FOR: PLAYSTATION/PC

NO OF PLAYERS: TWO

FROM: GTI

AVAILABLE: OCTOBER

GRAPHICS

90

Same 3D engine so you know what to expect. It's fast, smooth and bloody top.

SOUNDS

91

More spooky music and over the top FX. Play it with the lights out.

GAMEPLAY

85

Needs new weapons and foes but what's here is tough and great.

LIFESPAN

87

Extremely tough, even for seasoned *Doomsters*. Plenty to explore.

OVERALL

86

JUDGEMENT:

DESPISE THE FRUSTRATING LACK OF A PROPER GAMESAVE ALONG WITH NO NEW WEAPONS AND MONSTERS YOU CAN'T HELP BUT LOVE IT.

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Answer questions correctly then score goals to win a great choice of prizes!

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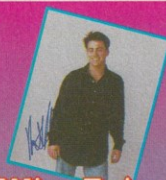


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Calls cost up to £3 so ask permission from the person paying the phone bill! Unless otherwise indicated, competitions close on 30.11.96. Competitions involve multiple choice questions with tiebreaker except where 'Instant Win' is shown. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The £1000 competition has 10 questions worth 1-10 points each and winners must beat a target score. Competitions marked * require a tone phone. For rules or winners' names, send SAE. Send Prize claims to 'Claims Dept' at: InfoMedia PO Box 28 Northampton NN1 5DS.

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Stunning
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On Sale Tuesday 15th October

The 19th Century author, Mark Twain, was on a lecture tour of Mississippi when he fell ill. Scrambling their facts in typically slack journalistic fashion, one newspaper actually reported that Mr. Twain had died. On hearing this, Twain (a famous wit) declared "Reports of my death have been greatly exaggerated." In the days before television and radio, this was a great joke and some people actually died laughing – which is mainly why the remark is remembered to this day.

Similarly, but less fatally, the death of the Mega Drive has been confidently pronounced for some time. However, far from breathing its last and pushing up the daisies, *Sonic 3D* has shown that the Mega Drive can still reach dizzy, almost next generation heights. If you thought that *Toy Story* was 'alright-looking', be prepared – *Sonic 3D* is the most beautiful Mega Drive game, ever. Just cop a closer look at these screen-shots for confirmation of this.

Taking an isometric, *Cool Spot*-esque viewpoint, the game features entirely pre-rendered graphics of a standard never before seen

on Sega's machine. Having confidently grasped these, *Sonic 3D* throws its gameplay around at a cracking speed that shames most of the Saturn and PlayStation platform releases. Remember *Gex* and *Johnny Bazoorkatone*? *Sonic 3D* farts destructively in their faces.

Whilst the game is never quite as fast as the early *Sonic* titles, all the elements that originally made the series such a success take a starring role. Knuckles and Tails make an appearance as guardians of the sub levels, the difficulty increases smoothly over 21 levels, there are bosses galore and a storyline that makes no sense at all.

If your not getting a Saturn or PlayStation for Christmas, *Sonic 3D* should be top of your wish list. Until another comes along, it's the Mega Drive's great last hurrah.

Sonic admires the large red boob-like protrusion on the floor.

Sonic always did enjoy getting sucked through a pipe.



SONIC 3D FLICKIES ISLAND

GUEST REVIEWER
JAMES ASHTON

This is a lift. Spin to make it move.

Another Boss. This one's huge and covered in guns. Sod the Flickies. I'm outta here.

Robotnik's machines get more and more ridiculous. Why doesn't he just shoot Sonic?

Flicking hell

Flickies are mysterious birds who live in another dimension and can travel anywhere through large rings. We know that's true because it says it in the intro and – despite being named after bogies – the Flickies are Sonic's friends and the basis for *Sonic 3D*. It all goes something like this...

Robotnik has imprisoned the Flickies inside a variety of robots. For some reason. Anyway, Sonic must jump on these robots to release the little Flicky trapped inside.

Spin doctored

Sonic wouldn't be Sonic without his spin attack. He'd be some-one else. There are some interesting variations on the standard spinning theme in the game. LOOKY HERE:

Sonic gets charged up on a special spinning wheel before being launched off down a loop-the-loop, stunt trackthingy.

Sonic uses his spin movement to raise himself up on this roller-powered lift. How come there are specially made Sonic powered lifts here in the first place?

Another attachment sends Sonic off in a pirouetting spin. Useful for breaking apart obstacles. Oddly, he never gets dizzy, falls over, or vomits, even after long periods of doing it.



Once released the Flicky will fly after Sonic until he leads them back to one of those 'large rings' mentioned in the intro. When all the flickies have been released it's on to the next level.

SONIC 3D:FLICKIES ISLAND

FOR: MEGA DRIVE
NO OF PLAYERS: 1
FROM: SEGA
AVAILABLE: NOVEMBER

GRAPHICS

93 Stunning. Sonic's answer to Donkey Kong Country and other such SNES guff.

SOUNDS

85 Cheesy Jap pop tunes but the FX dings and dongs are well up to scratch.

GAMEPLAY

88 Not as fast as, say, *Sonic 2* but the challenge and variety can't be faulted.

LIFESPAN

90 22 Levels with bonus stages in each. Plenty of repeat value.

OVERALL

91

JUDGEMENT:

BETTER LOOKING THAN TOY STORY AND A MORE THAN WORTHY RETURN FOR SEGA'S FAVOURITE CHARACTER. HIGHLY RECOMMENDED.



Refuelling plays a big part in those longer missions (for longer, think repetitive).

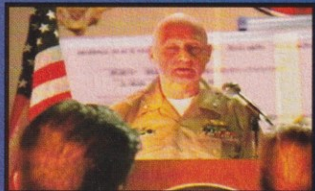


STARRING

You know the movie but can you spot who made the jump to the game and who got a proper job? Take a look.



Well she wasn't in the film. Perhaps she wasn't Tom Cruise's cup of tea. She'll never know, poor love...



Ah ha! He was in the film and looks exactly the same here. Hasn't he heard of old age and wrinkles and stuff?



A nice clean-shaven young pup there, but does he know what's ahead of him? Does he arise.

CHECK 'EM OUT

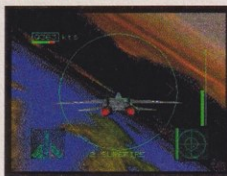
Top Gun is almost identical to Namco's conversion of their own *Ace Combat*, although that offered more rewarding gameplay and looked a lot sharper, so if you can find a copy of that cheap then shovel your notes its way. If you want something slightly more complex you could give *Gunship* a go. It's a pretty accurate flight sim so don't expect to pick it up and kill hundreds of things on your first go. Marcus isn't too keen on that, though. Funny, eh?



Well you've got him well and truly in your sights but I think he's ours.



Night-time missions. Same graphics, just a bit darker than normal.



You get to attack ground targets as well as other fighter planes.

The in-cockpit view is probably the easiest to use, and it looks better too.



TOP GUN



Looks like you've managed to line up one of those Stealth Fighters.



Oops, guess that chaff didn't stop the missile.



much) and it's not just there for decoration. It tells the story as you go along and changes as to your performance. You also meet the other characters which range from blonde groupies to jealous pilots.

The game itself is about as far away from a flight sim as you can get, without it being a platform game. You can forget all the complex controls and tactics. With *Top Gun* it's just a case of get up there, lock on a target and blow it out of the sky. But therein lies the game's only flaw. Although most of the missions try to be different you just end up

doing the same thing. Swing from left to right, lock a target and then fire until it blows up. The ground targets aren't all that different.

Top Gun is a very simple flying shoot-em-up that's slightly more complex than the likes of *Afterburner* and offers a better feel but falls short of being a full on sim, which is probably a good thing. Video aside, the graphics are average and can be a bit jerky at times.

So, Microprose's latest is certainly fun while you're up there, fanning about in the sky, but it does tend to get repetitive after the first ten or so missions. That's a real shame, but something which dogfighting games of the past have really failed to cure. That said, if full-on flight sims are the kind of thing that have you reaching for the TV Guide to find out what time *HeartBeat*'s on, then maybe this could be worth a look. But, overall, this doesn't quite hit the mark quite as accurately as were hoping it would.

TOP GUN

FOR: PLAYSTATION
NO OF PLAYERS: ONE
FROM: MICROPROSE
AVAILABLE: OUT NOW

GRAPHICS

64 Impressive video sequences but the in-game is a little bland for us.

SOUNDS

80 Plenty of speech and effects, even in the cockpit. "Tally ho, Maverick!"

GAMEPLAY

76 Can get repetitive but it's pretty fast in the heat of the dogfighting action.

LIFESPAN

76 Plenty of missions and a good story to keep you jiggling along.

OVERALL

74

JUDGEMENT:

TOP GUN OFFERS NOTHING FOR SERIOUS FLIGHT SIM FANS BUT IF YOU WANT A BLAST-FEST WITH NO COMPLEX CONTROLS OR OPTIONS THEN GIVE IT A GO.

The phrase 'Yes, it's a 3D beat-em-up' can have the effect of emptying the halls faster than the Queen denouncing God and swearing her alliance to the Horned Master during her Christmas speech. In other words, yes folks... you do either love them or hate them, and I hate them. I spit at their 3D dullness and trample all over their strategic 200 moves-per-character, faultless animation and hidden fluffy playerness.

This, coupled with the fact that *Robopit* is a Japanese game that's been around for a while 'over there' before being picked up for release 'over here' by THQ could signal a disaster of 32X-proportions. And, while we're hovering over the pit of steaming compost, it's worth noting that the game's all about fighting robots and I don't think I have to take your memory that far back to highlight the problems people have

had with that format in the past. But in a surprising turn-around of almost unbelievable proportions, *Robopit* manages to actually be a bloody good game. It takes a slight swipe at the 3D style and comes away pretty much unharmed. 3D it may be, but this is completely different. You're treated to four views, multiple weapons and an assortment of special moves. The graphics have been kept pretty simple and this manages to give a greater feel for the pure arcadeyness of the game and the clean, uncluttered levels give you plenty of freedom of movement.

It's basically robo-a-robo in a fight to the death. You firstly build a robot to your specific requirements and send him off in either a two-player, split-screen mode or a superb (for once) one-player mode where you take on a league of 100 robots in a bid to make it to the top of the group and battle it out with the ultimate champion that awaits you.

Each time you win a bout you collect the weapons of the defeated robot and these are added to your arsenal, lose a match and you lose the weapons used in that bout. Then a real tactical element comes into play as you discover which weapons you prefer and which ones you want to steal from your opponents.

It would be cruel to say that *Robopit* is likely to steal away too much of your attention from yer *F.T.s*, *Tekken 2s*, *Fighting Vipers* or *Virtual Ons*, but in a simple way, it's a fair little effort.

This is Lancelot. He doesn't look like he's based on any knight we've ever seen.

This geezer doesn't look too well, does he? I think he's probably on his last legs, all six of them.

Twice is nice

What would a fighting game be without a two-player option? And due to the fairly unique playing style of the game, everything's done in split-screen fashion. You do lose a small amount of detail from the levels, but everything still moves smoothly enough.



GUEST REVIEWER
DEAN MORTLOCK

ROBOPIT

Creating a monster

There are several stages involved in building your own fighting robot and at each one of them a different colour can be chosen. This can then, obviously, be saved away for later use (if you're particularly proud of your creation). Different weapons, bodies and movement sections have to be chosen at this point and different factors affect the way the robot's controlled. It's all rather novel for a combat game.



Two Zebedee-like beings battle it out with a funny ball of what appears to be electricity. A curious, but refreshing beat-em-up.



This is about the only moderately scary looking bloke we could come across. And even he's quite cute in a sabre-wielding way.

It must be said, the combatants in this game don't exactly strike fear into their opponents' hearts.

ROBOPIT

FOR: MEGA DRIVE
NO OF PLAYERS: 1-2
FROM: THQ
AVAILABLE: NOVEMBER

GRAPHICS

70 Simply done, but still manages to look attractive and darned colourful.

SOUNDS

65 A bad example of Japanese tat. Lifeless tunes and bland spot effects.

GAMEPLAY

83 Works really well in both one- and two-player modes. Jolly good show.

LIFESPAN

82 Great for two players. There's even plenty to do for Eddie No-mates.

OVERALL

78

JUDGEMENT:

DESPITE ITS SIMPLICITY, ROBOPIT MANAGES TO BE A HIGHLY PLAYABLE AND INTERESTING ALTERNATIVE TO THE COMMON HERD. NONE TOO SOPHISTICATED, BUT GREAT FUN.

LES ELLIS



The base is attacked by dinosaurs, they'll make a movie out of that.

Gene Wars

This is the completely gratuitous and flash level select screen. Over the top.

You know how annoying it is when your mum tells you to tidy up your room? Especially when it isn't your fault that it's in a mess in the first place, and you'd rather keep all those *stains* hidden... Well just wait until you get ordered to clean up an entire galaxy of planets when you're not entirely responsible for the chaos that surrounds you. On top of that you're being ordered to do it by a group of angel-like aliens who aren't as nice as your mum about it. So for once, you're not fighting a war, you're cleaning up after it. Hmm...

On each planet you're set a task by the aliens and have to complete it while fending off the unwanted attentions of other alien races who are all trying to do the same job.

At first *Gene Wars* seems a bit of a let down as you try *Command And Conquer*-style tactics to complete the levels (see page 28 for more on C&C). It's not until you get your

head around the idea that it is, in fact, a puzzle game and that missions are not as free moving as you think that it starts to come together. After a few more hours of puzzle-solving you realise how addictive it becomes.

While it's fairly rigid in the way you have to tackle each of the missions there is just a little room to play around with when you learn the full power of the men you use. Sure, they can be useful and help you build things up, but it's only when you unleash them on the enemy and see the mess they make of their bases that you fully appreciate just how much thought has gone into the development of *Gene Wars*.

As with most arcade puzzle games the levels get a bit repetitive, but only in the early stages when you concentrate on base building rather than more offensive matters. As soon as you get out and start exploring you don't get



The aliens look like Casper the Friendly Ghost but remember what they did to us in ID4.

time to get bored, you're too busy slugging it out.

Gene Wars is a very different kind of puzzle game and while it won't win any awards for beautiful graphics it's certainly one of the more playable games around right now. Once you're in you'll be addicted.



The huge 50s-style rocket ship brings you new personnel after the others were unfortunately and accidentally eaten by dinosaurs.



PATHETIC GENETICS...



Crabs. For once crabs are useful. You don't need to see a doctor about them because they help your base building.



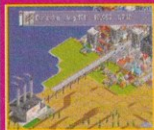
Let's face it, if you saw something like this jumping out of your garden pond you would seriously soil your underpants. It's a frog apparently. A pretty scary one, but it is a frog. It says so in the manual so they must be right.



These sweet little mules are so cute you should make a point of culling them and using their remains to feed your engineers.

Mutant!

Gene Wars is a strange cross between *Sim City*, *Command And Conquer* and *Lemmings*. I admit it's rather an unusual mix, but let me explain further. You're given your objectives at the very start of a level and have to use the men at your disposal to reach them. That's the *Lemmings/Command And Conquer* bit sorted. The *Sim City/Command And Conquer* bit comes in because you need to build up your base and send out your men on their tasks. Easy, really.



These sweet things want to kill themselves. So let them.

GENE WARS

FOR: PC
NO OF PLAYERS: 1-2
FROM: EA/BULLFROG
AVAILABLE: NOVEMBER

GRAPHICS

81 Cute character animations and some pretty smart-effects. None too shabby.

SOUNDS

86 Plenty of comedy effects to keep you amused. If you find sounds funny that is.

GAMEPLAY

85 A *Command And Conquer*-style puzzle game can't be a bad thing.

LIFESPAN

84 It's certainly tough enough, but it can get more than a little repetitive.

OVERALL

84

JUDGEMENT:

GENE WARS IS A LOT OF FUN AND NOT AS FRUSTRATING AS MOST PUZZLE GAMES CAN GET. A VERY SOLID GAME THAT PLAYS WELL DESPITE THE LACK OF ANY GLITZ.

0 - 0

1st 30:25

WORLDWIDE CUP



Stats a lot

Footy has never received the statistical barrage that afflicts say American Football or Ice Hockey. SWS is the first football game to offer completely comprehensive team stats, player-

ENGLAND	AT	SVS	GOALS	INT.	PK.	Y.C.	R.C.	M.
1	Muller	15	4	0	0	0	0	0
2	Palme	4	17	0	0	0	0	0
3	Smith	4	17	0	0	0	0	0
4	Mox	4	17	0	0	0	0	0
5	Cross	4	17	0	0	0	0	0
6	Hartley	4	17	0	0	0	0	0
7	Chapman	4	17	0	0	0	0	0
8	Swan	4	17	0	0	0	0	0
9	Thompson	4	17	0	0	0	0	0
10	Hinchcliffe	4	17	0	0	0	0	0

I play in the Wales team. It's true, you can check if you like.

Penalties aren't as good as they are in Olympic Soccer.

The shimmy is the best way to run through the defence - leaves you clear on goal like this.

Off, off, off

One excellent feature of the game is the option to turn fouls on and off. When you first play the game, you'll mistime a lot of your tackles and the constant stop-start of endless free kicks can really slow proceedings down. When you're a bit better with the controls, you can turn the fouls on but leave Red and Yellow cards off, ensuring you keep all your players on the pitch for the full 90 minutes.

SEGA WORLDWIDE SOCCER '97

People have died arguing about football games - not a violent death or anything, they've just argued, argued, argued Sensi/FIFA/Sensi/FIFA until the god of dull felt duty bound to strike them down.

Without dancing on their graves too much, the crux of the argument is that a computer football game is either a realistically deep pool of gameplay or an arcade puddle of adrenaline. *Sega Worldwide Soccer* is the first Saturn title that can really claim to have its studs in both camps.

Taking a *Euro '96*, polygon and motion-captured approach, the game offers the most detailed, fluid player animations yet seen. Dribbling, chest-downs, heading, shooting and bicycle kicks - nothing can really be faulted. Fouls can be particularly horrific (or satisfying depending on who did what to whom) and there's even the oppor-

tunity to shoulder-charge players off the ball. The players might stand a little like chimps when they're not moving but on the graphics front, only the three Stadia and the texture mapping on the pitch look anything less than superb.

But it's at the level of gameplay that most next gen footy titles have faltered. SWS combines the best proportions of raw playability with enough of a tactical element to keep you growing with the game for months. Computer players pass into space rather than just man-to-man and your players have enough sense to make cross-field diagonal runs. There are shimmies and sidesteps to round defenders as well as flick ons, diving headers and lots of other smart little features such as a shot whose strength depends

GUEST REVIEWER
JAMES ASHTON

The electronic scoreboard shows cheesy FMV clips at the slightest provocation. Utterly pointless.

upon timing your button push with the player's stride pattern. Penalties are a bit of a lottery and the automatic player selection can mess up some times, but you have to think pretty hard to remember such faults in an otherwise perfect presentation.

Euro '96 and *FIFA '96* were graphically impressive but their gameplay comes nowhere near to SWS. Even with *FIFA '97* looming on the horizon, it's hard not to think we've already seen the best football game of the year.

SEGA WORLDWIDE SOCCER '97

FOR: SATURN
NO OF PLAYERS: 1-4
FROM: SEGA
AVAILABLE: NOVEMBER

GRAPHICS

92 You won't see better player animations than this. Stadia look a bit naff.

SOUNDS

90 The crowd roars are good and Gary Blume's commentary is great.

GAMEPLAY

95 Quite simply, the most playable and addictive football game I've ever played.

LIFESPAN

94 You'll have to own this a long time to find all of the available features.

OVERALL

93

JUDGEMENT:

THE BEST LOOKING, BEST PLAYING FOOTBALL GAME ON THE SATURN. FIFA '97 IS GOING TO HAVE TO GET UP VERY EARLY IN THE MORNING TO BEAT THIS



Link four or more blocks and you'll temporarily stop the stack advancing, giving you precious seconds of thinking time.

A satisfying victory and time for much gloating.

WILL OVERTON



There's no doubt about it, the Japanese certainly like their *Tetris*. Over the years they've adapted and refined the format for every system going. If you've ever put yourself through *Hebereke's Popoon*, *Puyo Puyo*, *Bust-A-Move* or any other paid-up member of that head-funk crowd you'll know just what to expect.

Place three or more blocks of the same kind

ONE IS FUN

Of course two-player will always be better (it's the law you know) but *Tetris Attack* makes a damn good stab at giving those without the benefit of friends good puzzling value for money.

STAGE CLEAR

Work your way through six sets of five levels that get stupidly hard at the end.



PUZZLE

Hair-tearing time as you attempt to clear the blocks with a set number of moves.



ENDLESS

You keep playing. The game gets faster.



TIME TRIAL

Up against the clock + stress scenario.



This is the point at which you start to panic. Only by clearing a set that's attached to the grumpy looking stone blocks can you turn them into the more useful patterned variety.



TETRIS ATTACK

ODDNESS OVER THERE

It may come as a surprise to discover that Nintendo's original Japanese version of *Tetris Attack* didn't feature Yoshi's smiling green mug at all. *Paneru Gopon* (as it was called) eschewed the Mario mythos and instead ran rampant with a bunch of wide-eyed fairies, griffons and dragons. The gameplay may have been identical but the collective wisdom of Nintendo of America obviously deemed its graphical finesse far too sissy for the likes of us hard-nosed western gamers. Odd, yes.



Tip-top anime fairies action in the Jap version.

a superb array of single-player options (see 'One is Fun') immediately giving it an edge over any challenger (which, strangely enough, is only their own *Kirby's Ghost Trap* at the moment).

Although it's derivative of every other *Tetris*-like going, *Attack* looks and plays a blinder. Two-player bouts can leave you physically and mentally drained and the whole thing is so slickly put together it's very difficult to find any fault with it at all.

The pinnacle of puzzling so far and don't let anyone tell you otherwise.



MONO MADNESS

Waddayaknow, you can get *Tetris Attack* for your Game Boy too. It's a solid conversion even if it doesn't quite hit the heights of GB *Tetris* or the manic *Dr. Mario*. Still, you've probably finished them, so go for it.



TETRIS ATTACK

FOR: SNES
NO OF PLAYERS: 1-2
FROM: NINTENDO
AVAILABLE: NOVEMBER

GRAPHICS

88 Bright, colourful and not too distracting. Perfect for this type of game.

SOUNDS

87 Typical Nintendo tunes, cunningly composed to induce panic.

GAMEPLAY

95 Refined to perfection. Going head-to-head will reduce you to a gibbering wreck.

LIFESPAN

90 Plenty of challenge for the single player but the fun never stops for two.

OVERALL

91

JUDGEMENT:

THE PINNACLE OF PUZZLE GAMING SO FAR. WITH A PERFECTLY PITCHED DIFFICULTY CURVE AND ENOUGH OPTIONS TO MAKE IT A WORTHWHILE SINGLE-PLAYER PURCHASE.

Games guaranteed to ruin your social life,
your love life and your career prospects.



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£27.99



£49.99



£44.99

WOOLWORTHS



All items subject to availability

Oh dear, *Project Overkill* – that's not very subtle is it? *Project Overkill* has more blood in it than a butcher's bucket. This is a shoot-em-up in which your adversaries don't just die, they smear their insides all over the shop while they're about it.

Behind *Project Overkill*'s different characters, choice of missions and multiple weapons and



Your're almost indestructible, while your enemies splat open with a couple of shots. Still, mustn't grumble.

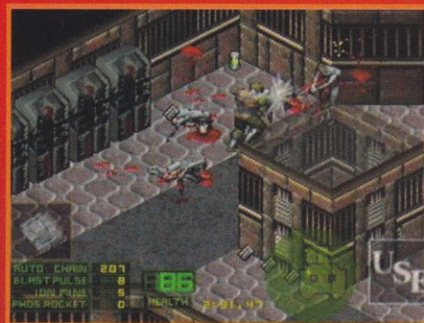


The vast majority of the scenery is fully blow-upable. Nice touch, that.

Oh dear, that's not very pleasant is it? *Project Overkill* is chock-full of creepies.



PROJECT OVERKILL



Extra ammo and keys litter the levels allowing you to progress further into the game. And do a bit more gratuitous killing while you're about it.

extra ammo and *Doom*-style medi-packs. Except, of course, it's not cunning at all – it's bloody annoying. Once a room has been cleared of nasties you have to wander around standing behind things like a big Jesse to see if any power-ups were hidden there. Pathetic really.

And the gripes don't stop there. By God no. Perhaps the most annoying aspect of the game is the cacky control system. The four buttons fire your selected weapon in one of the four compass directions, so you can walk in one direction and



The bad-guys are only too happy to spill their guts all over the floor at the earliest opportunity.

pick-ups lies the simple fact that you are the good guy and you've got to kill all the bad guys. It's all rather *Loaded* really – big blokes, big guns, horrific deaths – but the viewpoint has been swizzled round slightly to create an isometric perspective. The old problem of losing sight of your character as he walks behind the scenery has been solved with a sprinkling of PlayStation pixie dust which makes any potential obstructions go as see through as a white bikini every time you stand behind them. This is something the games designers cunningly use to hide power-ups such as

WALL OR CHASM?



The isometric view can be bit baffling at times. See that thing at the bottom? Is it a wall going up or a chasm going down? Oh, it's a chasm going down. You're dead.

Once this couple of likely lads are out of your way those medipacks are yours.



screen trying to fix the swines in your sights than you do actually killing them.

Although the action undoubtedly comes thick and fast – in some *Doom*-like moments you'll wander into a room to find it chock-full of wild-eyed, large-trousered, gun-toting hoodlums – your attention will soon start to wane thanks to a distinct lack of variety between levels. There's only so much violent death you can deal, corridors you can plod down and doors you can unlock before you're reaching for the reset button.

Perhaps the largest nail in *Overkill*'s coffin is that it looks like a SNES game. The characters are just of the sort of thing we saw populating old Konami hits such as *Super Probotector*, only with the remainder of that pixie dust sprinkled on them. Admittedly the wall transparency effects and moody music aren't possible on 16-bit, but the gameplay and the majority of the graphics are.

YOUR FOUR LIVES ARE REPRESENTED BY DIFFERENT CHARACTERS – WHO ARE ALL THE SAME.

CHARACTER	HEALTH	ARMOR	WEAPON
LUKRECE	100	100	100
ALTHEA	100	100	100
JEROME	100	100	100
GUSSO	100	100	100

SECURITY OUTPOST

CHARACTER	HEALTH	ARMOR	WEAPON
LUKRECE	100	100	100
ALTHEA	100	100	100
JEROME	100	100	100
GUSSO	100	100	100

What? More things to kill? Oh, go on then. C'mere you swines! (Budda, budda...)

fire in another, *Smash TV/Robotron*-style. Unfortunately it doesn't work. Completely change direction and your gun will 'helpfully' snap round to where your facing, reaking the whole episode pointless. It's infuriatingly difficult to line up on your target and you'll spend more time wandering around the

PROJECT OVERKILL

FOR: PLAYSTATION

NO OF PLAYERS: 1

FROM: KONAMI

AVAILABLE: OUT NOW

GRAPHICS

77 Lots of nice animation and lots of blood. It just looks a bit 1991.

SOUNDS

85 Nice weapon effects, suitably blood curdling shrieks and screams

GAMEPLAY

69 A none-too meaty gameplay experience. Shoot, kill, walk, shoot, kill, find...

LIFESPAN

70 Great fun at first then you'll realise you've seen all there is to see.

OVERALL

73

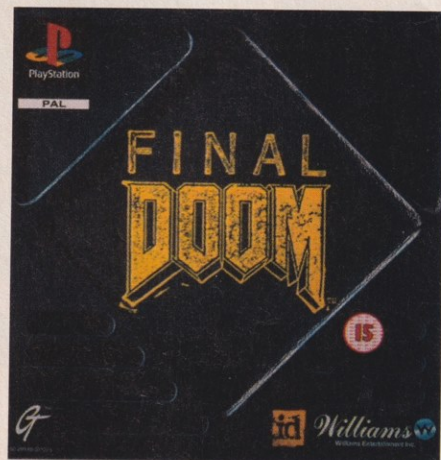
JUDGEMENT:

SEEMS THAT KONAMI ARE RESTING ON THEIR 16-BIT LAURELS HERE. THIS SORT OF THING JUST WON'T CUT THE MUSTARD THESE DAYS. COULD DO BETTER.

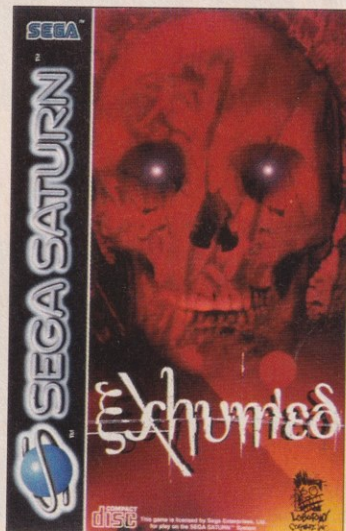
Woolworths.
As good a place to die as any.



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WOOLWORTHS



All items subject to availability



Where now? The amount of visible up-coming track is tiny.

Don't you just love it when someone takes a well-loved, successful game and blatantly tries to copy it? Things wouldn't be so bad but they often remove the one good thing about the original game, selling something far more rickety in its place? Cue *Starwinder*, an appalling racing game that desperately wants to be *Wipeout*.

Collisions and laser hits on other ships produce the obligatory PlayStation lighting FX.



Starwinder

GUEST REVIEWER
DAN GRIFFITHS

The races take place along vast, twisting and turning 'rails' in space which provide your ship with power – the closer to the rail you fly, the faster your ship travels. Early tracks are completely enclosed to prevent your ship from straying too far from the rail, but with later, roofless ones you're whizzing off into space and limping back to the track at every bend. Imagine playing

As the tracks open out you get to see more starry scenery, but they become too tricky.



Wipeout but having to control the up and down movement of the ship too. You'd be all over the shop! Get the idea?

It's rather like one of those hoop/wire/buzzer arrangements at the church bazaar – tricky, but by no means fun. And there's no knitted cuddly toy for successful completion of a track here, merely access



Between track loading you get to play this fab sliding puzzle game for bonuses...



That's one of your opponents up ahead. Shall you shoot it or whizz by? It makes no odds either way.

to the next slightly more twisting, slightly more open, slightly more infuriating track.

Perhaps the most amazing thing about the whole *Starwinder* experience is that it's brought to you by Mindscape, the company responsible for *Cyberspeed*, the similarly dismal *Wipeout* wannabe. You'd think they'd have learnt their lesson by now, wouldn't you? Oh dear.

Some ships are fast, some are slow. Which one do you pick all the time? You've got it.



STARWINDER	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
FOR: PLAYSTATION NO OF PLAYERS: 1 FROM: MINDSCAPE AVAILABLE: OUT NOW	28 Boring tubes made out of rock, with the occasional spacey background.	30 Lots of suitable swishes offset by some awful sub-Star Wars-y stuff.	15 A grossly vile gameplay experience. As unrewarding as it is infuriating.	20 You'll be taking this one back to the shop with an "unwanted gift" excuse.	17
JUDGEMENT: WHY, OH WHY, OH WHY, (OH WHY) WOULD ANYONE BUY THIS TWADDLE WHEN THEY CAN HAVE THE UTTERLY STUNNING WIPEOUT 2097 INSTEAD? OH DEAR.					

FIFA '97



Just think, Newcastle might win in this. This time the ref didn't fall for the blatant dive.



Five-a-side footy. Now there's a real violent sport. Makes boxing look like dog show for nervous coward poodles.

Another football season and some things never change. Newcastle are off to a dodgy start, Man Utd are still winning everything and Southampton are still at the bottom. It's the same every season. Another thing that never changes is FIFA. The FIFA series on the SNES has looked increasingly tired and unin-

spired with every new version. To look at, it's not all that different to the last game, which was no different to the one before that and so on. Options-wise there are some new things to play around with but nothing that actually adds anything to the gameplay.

The commentary is almost a nice touch but it's limited to announcing the bleeding obvious (throw, foul, goal etc) so it serves little purpose. When you look at *International Superstar Soccer Deluxe*

from Konami you can see how a soccer game should be. It's still available and you should be able to pick it up cheap by now. It kicks FIFA '97 right into touch. In fairness to FIFA the graphics are well animated but none of it is particularly special. After winning the Premiership as far as sales went last year, FIFA is about to perform a Blackburn and self destruct. The last of the series and, pathetically, not that much better than the first.



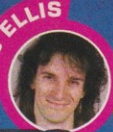
You want options, you got 'em. All the options and match types you could ask for.

FIFA 97	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
FOR: SNES NO OF PLAYERS: 2 FROM: ELECTRONIC ARTS AVAILABLE: OCTOBER	79 Same as before. Neat animation but there's nothing very special about it.	80 The speech is a waste but the other effects are more than adequate.	70 Nothing added, nothing taken away. Tight as ever. Not as good as ISSD.	70 Plenty of options and leagues to master but ultimately dull.	72
JUDGEMENT: NOT AS GOOD AS ISSD. FIFA SUFFERS FROM THE SAME FLAWS AS EVERY OTHER VERSION AND LACKS THE KILLER TOUCH. AN ANDY COLE OF A GAME.					

In a fit of imagination the programmers put switches next to gates to make you think about opening them. Toughie that.



LES ELLIS



Blimey, nice outfit. Rates right up there with the bird from Tomb Raider she does, and the Big Breakfast weather lass.

STEEL HARBINGER



Rescue 'em or kill 'em. Those damn humans just get in the way so much. It's hard to resist firing.



Aliens invade poor old Mother Earth again. And you thought Independence Day would be the last time. This time though they mutate people instead of just wiping them out or abducting them. One of the first they try to mutate is a woman, and guess what happens? Instead of just turning her into some kind of gun-toting freak, the process makes most of her clothes fall off, leaving her dressed in a cyber-skimpy outfit. Now that's not some excuse to fill out the game with

dodgy video sequences, is it? Bigger. It is. And it's the video that sticks in your mind more than the game when you play this. The game plays a bit like the old *Commando* coin-op, but without all the good bits. You run over a landscape, occasionally running into a building (which for some reason only ever has one room) and searching for a switch. It's as dull as hell basically. The levels are boring, the graphics are decidedly dull and the zoom feature is practically useless as you have to play with it zoomed out to see anything. Running around killing stuff should be great but a few hours on this and you'll find

yourself dozing off or slipping into a terminal coma. That's how dull and boring it is. We're talking BBC-documentary-about-the-inside-of-a-ping-pong-ball

Each state is a level in itself, while the ice bit is where you go to get hold of some extra lives and health.



STEEL HARBINGER

FOR: **PLAYSTATION**
NO OF PLAYERS: **1**
FROM: **MINDSCAPE**
AVAILABLE: **OCTOBER**

GRAPHICS

53 Top video but that's easy to do. The in game stuff is unimaginative.

SOUNDS

48 Weak blasting effects and worryingly sparse spot effects. Gah.

GAMEPLAY

49 *Commando* without the good bits. No variety and extremely dull.

LIFESPAN

50 Loads of big levels, but the gameplay stops you exploring them.

OVERALL

50

JUDGEMENT: THIS HAD REAL POTENTIAL BUT ENDS UP BEING FLAWED TO HELL. BIG LEVELS THAT ARE TOO DULL TO EXPLORE AND GAMEPLAY THAT SUCKS. A BIT TOO AMBITIOUS?

ACTUA GOLF

WILL GROVES



to dusk. Your expectations of a golf sim may not be exactly that high, but take a look at *Actua*: it's a top old golf game that merits a lot of attention. It's superbly atmospheric, the graphics are far superior to other golf games (it might have something to do with more shades of green, I don't know). Then of course there's the running commentary, peppered with dry asides that tend to make you feel about that big.

At the end of the day all you really need to know is that this is acres better than the yearly PGA efforts from EA - an impressive effort. It's easily the most accurate golfing sim available on the

Saturn, and as we said in our review of the PlayStation version this is the first game where the physics actually work properly, making the game that much more fun to play. Much as we jest, golf can be prove to be quite a laugh. *Actua* tends to get really competitive round here, and even the one-player game is entertaining. Go on, give it a go.

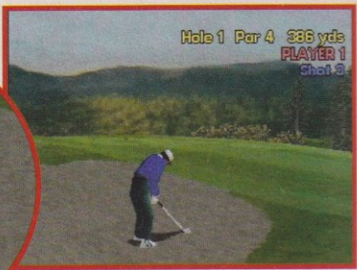


Typical, the hole is just behind that tree but it'll take a miraculous banana shot to get anywhere near it.



I'm rather partial to a good golf game. Loads of shades of green. A few colourful players and the odd bit of sand and water thrown in. Very relaxing stuff when you've had a stressful day at work playing games from dawn

The unifying element in golf games around the globe is the detailed option screen. And plenty of them.



This is exactly why golf's so relaxing, out on your own in the mist-soaked highlands with only a stick for comfort.

ACTUA GOLF

FOR: **SATURN**
NO OF PLAYERS: **1-4**
FROM: **GREMLIN**
AVAILABLE: **OUT NOW**

GRAPHICS

81 Slick animation and the various courses look pretty darned realistic.

SOUNDS

80 Top running commentary and the usual crowd and other effects.

GAMEPLAY

80 Accurate control system makes this one more fun than the rest.

LIFESPAN

85 Tons of options and multi-player matches to keep you really busy.

OVERALL

83

JUDGEMENT: EA ARE FINALLY KNOCKED INTO SECOND PLACE AS GREMLIN'S ULTRA ACCURATE GAME GIVES PGA A BIT OF A SHOEING. ACTUA IS THE BEST AND DON'T FORGET IT.

No more wasting loads of money on something that your friend's milkman's cousin's step-father recommended to his dog. And no more going into a shop with your money just to find that the game you wanted isn't actually out. If it's here it's out and it's great. You want our recommendations? You got 'em.

GM

PLAYSTATION

Resident Evil

Gore-em-up • Virgin

A huge seller on its release, this comes with the GM hearty seal of approval. Play this in a dimly-lit room to discover the salty wet taste of fear. Only Doom is scarier.



Wipeout 2097

Future Racer • Psygnosis

This should just be hitting in the shops, but could feasibly slip. It's the best two-player racing game we've ever played, though.

And that's saying something.

Take a gander at our review.



Tekken 2

Smack-em-down • Sony

Get this. Simple. Don't go thinking its good looks hide shallow gameplay either, as this has incredible depth which you have to spend time exploring. An exceptional achievement by anyone's standards.

Bust-A-Move 2

Puzzle King • Acclaim

More addictive than Bomberman, more basic than the Amino Acid, this is currently the ultimate in two-player puzzling on the PlayStation. Shoot the bubbles, match the colours. Slick.

Adidas Power Soccer

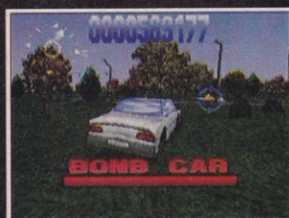
Footy • Psygnosis

Successfully combines acutely accurate soccer dynamics with a dang great heap of arcade accessibility. We've recently re-discovered its greatness and say get some of it in!

Die Hard Trilogy

Shoot-em-up • Fox Interactive

Three games based on all three movies, broken down into two shoot-em-ups and a edge-of-the-seat racer. If you haven't seen this yet, keep your eyes on GamesMaster on Channel 4...



F1

Race-em-up • Psygnosis

Murray Walker lifts this tidy driving sim no end, with his chirpy white-haired banter. The most compelling real-life motor racing game bar none. We've got a time challenge going with PlayStation Power at the moment...



Crash Bandicoot

Platformer • Sony

The hope of the PlayStation platform crowd doesn't slip up too much, and is certainly bags of fun the deeper you get into Crash's quest. A game with a sense of humour. We like that a lot.

Fade To Black

Arcade Adventure • EA

There's plenty to keep you occupied in this action-packed combination of shoot-em-up and puzzler. The fully 3D sequel to the legendary Flashback is certainly aging well.



Doom

Blaster • GTI

Still the premier example of the Doom genre on the PlayStation, as you'd expect. Doh. The most atmospheric into-the-screen-in-your-face blaster out there. We hug it daily. And snog it too, with tongues and everything.

SATURN



Virtua Fighter 2

Smash-em-up • Sega

You can't beat a bit of it, we say. A classic beat-em-up, stuffed with the biggest assortment of moves you'll ever have to get your head round. If you have a Saturn, you need this...

Sega Rally

Bloody Brilliant • Sega

... and this. The best racer on the Saturn and no mistake. Never before has two-player, split-screen racing been more demanding. Or more fun. And the ghost mode's utterly fantastic as well.



Nights

Dream-em-up • Sega

Developed by the man behind Sonic, this is one of the most unusual and beautiful games you can play on your Saturn. And you can pick it up with the slick analogue controller too.



Bust-A-Move 2

Puzzler Of Gods • Acclaim

An essential purchase. Just like the PlayStation version, it's a race to join the coloured bubbles as they shift down the screen. Unrivalled in two-player mode.



Street Fighter Alpha

Classic-em-up • Virgin

Better than the PlayStation version because of the quicker loading times and the familiar style of the Saturn pad. This is currently the ultimate in home Street Fighting.

Athlete Kings

Sport Billy • Sega

Stick Virtua Fighter style characters in a Track And Field-style game and you've got Athlete Kings.

Exhumed

Doom-em-up • Sega

The best Doom-style game currently doing its stuff on the Saturn. Allows you to look up and down, as well as jump, and is absolutely her-uge. It contains more adventuring elements than Doom, too.



Ultimate Mortal Kombat 3

Beat-em-up • GTI

The definitive version of Mortal Kombat until MK Trilogy arrives later this year, and a wicked arcade conversion to boot. It's still as smooth-flowing and as good-looking as ever.

Euro '96

Footy • Sega

If you need to satisfy that footy craving, you can't do better than this updated version of Actua Soccer. It's piles better than FIFA '96, that's for damn sure.

NFL Quarterback Club

US Footy • Acclaim

The best American footy game on the Saturn, there are no two ways about it. It has glossy presentation, super-fluid gameplay and the familiar Madden-esque layout of everything. If you're even vaguely into American footy, this is yer man.

Recommends

PC

Quake

Shoot-em-up • GTI
Look it's out there, it's great and there are a load of extra bits you can get off of the Internet for it. Plus you can get it for £30 so just go and buy it, alright?



Daggerfall

Doom RPG • Virgin
Cross a totally open ended

RPG where you can go anywhere and do anything with a brilliant Doom engine and you get this. A game that could (in theory, if you were sad) replace your social life.

Syndicate Wars

Explosive • EA

A brilliant game. Take your team of cyborgs through loads of missions causing as much carnage as you can. A brilliant mix of action and strategy, especially when networked.

Civilisation 2

God-em-up • Microprose

Just the thing for any power mad megalomaniacs out there. Develop a nation, build big weapons and try them out on other nations. Great strategy and very satisfying to play.

Settlers 2

God-em-up • Bluebyte

Just like Civ 2, but with better graphics and a slightly different slant on the gameplay. It's easy to get to grips with but takes ages to master.



Duke Nukem 3D

Shoot-em-down • Eidos Interactive

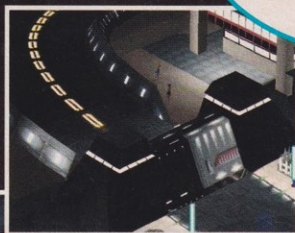
Another top Doom game, this time with a sense of humour. The weapons are great and you get to see strippers. Sad, but it's still selling loads so if you haven't got it then you're even sadder.



Command & Conquer

War • Virgin

A year after it's original release and



"Oi! Watch out for me back on Channel 4. Like my old friend Dick Tracy might say, I'm on my way. Or at least my head is."

INTERNET GAMING

The 3DO Company (don't laugh) are launching (by the time you read this it should be in the shops) an RPG that you play over the Internet. Every character you meet in the game will be a real person, playing from anywhere in the world. You can interact with them in any way, team up, form alliances and clubs and pick fights with whoever you want. We've been testing it for a while now, and can safely say that the atmosphere is quite unique when you're dealing other characters (even the sad ones who have held weddings in-game). There are thousands of players online so why not join them? This is the first proper Internet game and shows the huge potential. Time to get a modem.

BUDGET BONANZA

Sega and Sony may be delaying the launch of their low-priced games but on the PC side the budget war is really hotting up. Ocean's Hit Squad have released another deluge of titles and Eidos have completely relaunched their Kixx range. All the titles are now colour coded according to their genre (like we care what colour they are right). The new titles are FMV Interactive movie Under a Killing Moon, top platformer Flashback, Street Fighter 2, Terminal Velocity, Rise of the Triad, Championship Manager 2, Big Red Racing, Witchaven 2, Johnny Bazookatone, Thunderhawk 2 and The Riddle of Master Lu. They are priced from £9.99 to £12.99. And what can you get for that sort of money these days, eh? Not a lot.

SEGA PLAY CATCH UP

If you still haven't decided which next generation system is for you, here's a brief glimpse at the latest batch of sales figures for games. Sega's much hyped champion at the moment is Nights which has a massive marketing campaign behind it. At the time of writing it had been in the charts for four weeks. F1 from Sony had been in the charts for one week and had already sold five times more than the Sega effort. It outsold new release Exhumed by 30:1.

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splasher!



It may have seemed like a long quiet summer for the Nintendo⁶⁴

after its triumphant launch in Japan way back in July. But with the US release apparently breaking all records and the next wave (sorry) of games starting to arrive from the East it looks like full steam ahead for the humpty-backed ash-grey box.

But just how good is *Wave Race 64*? We've seen the Miyamoto magic work on racing games before (*F-Zero*, *Wildtrax* and the mighty *Mario Kart*) but water? Isn't that just a teeny bit difficult to get right? All is revealed in our five-page review nestling snugly like a baby eaglet between the latest N64 news and the hottest *Super Mario 64* tips you'll find anywhere. Enjoy.

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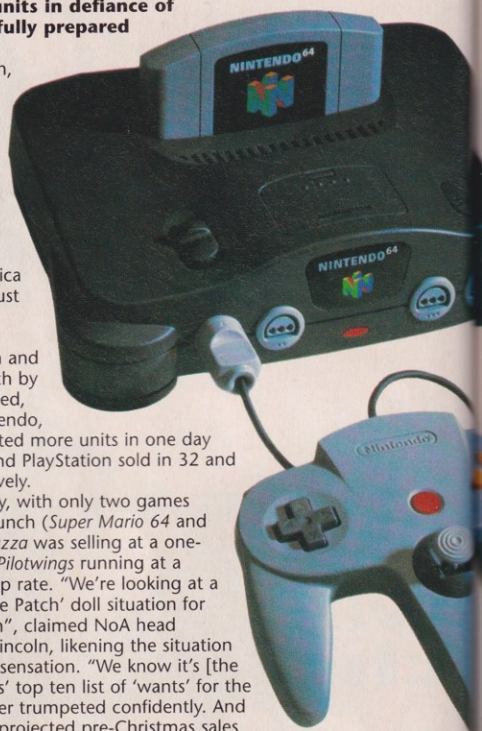
USA goes

N64 sells out days

Although officially slated for release on Sunday 29th September, lucky US punters found they could pick up one of the first American Nintendo⁶⁴s some five days earlier as stores, unable to wait any longer, started selling units in defiance of Nintendo's carefully prepared launch plans.

Come the 29th, however, many potential purchasers, who hadn't pre-ordered, found themselves out of luck as N64s flew out of shops resulting in Nintendo of America claiming that, in just one day, the Nintendo⁶⁴ had outsold the Saturn and PlayStation's launch by a good 20%. Indeed, according to Nintendo, their machine shifted more units in one day than the Saturn and PlayStation sold in 32 and 13 weeks respectively.

Not surprisingly, with only two games available at the launch (*Super Mario 64* and *Pilotwings 64*), *Mazza* was selling at a one-to-one ratio with *Pilotwings* running at a four-to-one pick-up rate. "We're looking at a potential 'Cabbage Patch' doll situation for the holiday season", claimed NoA head honcho Howard Lincoln, likening the situation to the former toy sensation. "We know it's [the N64] on most kids' top ten list of 'wants' for the holiday", he further trumpeted confidently. And so he might. The projected pre-Christmas sales forecast for the machine is now 1.5 million.



nintendo unveil dou



↑ We're betting that when *Zelda 64* eventually arrives it won't look anything like this tiny demo.

Nintendo, this month, revealed that they would have the 64DD ready for public consumption at November's Shoshinkai show. The drive, labelled in some quarters, as Nintendo's answer to the Sega CD will, according to Japanese company Monday, reinvent the way players approach RPGs and strategy games.

The disk drive, which enables gamers to write, customize and re-

64

crazy!

after launch

However, although more than a million N64s have now been sold in Japan there was a sharp drop-off in sales when no new games appeared in the months following the launch. Still, if Nintendo have got it right – which, they claim, they have – the same problem shouldn't happen in the US. Starting with *Wave Race 64* (already out in Japan) at the beginning of November, players can look forward to at least four or five titles a month thereafter.

Meanwhile the rest of the world (and, more importantly, the UK) is still looking at March 1st 1997 as the N64's official launch. Nintendo's British voice, THE Games, confirmed early this month that the machine would indeed be hitting British shores come next spring. Which suggests what many of us suspected all along – that Howard Lincoln's "late fall" comment at E3 was nothing more than a hopeful guess.

The delay may have something to do with the lack of available units, a problem which plagued both the Japanese and American launches. Certainly, Nintendo would want to make sure their two biggest markets had sufficient machines before branching out into Europe. Which explains the March release date as opposed to a pre-Christmas appearance.

Nevertheless, the confirmation of a British release for the machine comes as good news after some rumours suggested it may not even make a European debut.



↑ The only problem for Nintendo of America now is getting more machines from Japan in time for Xmas.

Good ol' Mazza. Once again proving that Nintendo do indeed make the best games in the world.

able d implant

write characters and other data to game software and will attach to the bottom of the N64, will retail for between \$99 and \$149. *The Legend of Zelda* will, officially, be the first game to showcase the disk drive although it won't be part of the 64DD package.

In future, Nintendo hope to use *Yoshi's Island 64* and *Super Mario RPG* in conjunction with the drive as well as the long awaited *Creator*, in which players take on the role of, well, creator, by developing dinosaurs.

Despite the huge promise of the drive many critics were left wondering whether it really is as revolutionary as Nintendo suggest. 64fan, though, can see it being a big, big hit. More as we get it.

namco say yes to N64

Ask any PlayStation owner to name a software developer that's significantly added to the console's success and chances are that Namco's name will appear again and again. From *Ridge Racer* to *Tekken* they are on the cutting edge of Japanese games both in the home and in the arcade. Now Pac-Man's parents are turning their attention to the Nintendo 64.

Alas, neither of the titles announced by Namco this month are conversions of said stonkers but, rather, a follow-up to the current PlayStation baseball title *World Stadium EX* and an RPG. Both titles are due for release in the first few months of 1997.

World Stadium 64 is a fairly straight forward conversion of the PSX

original but with the technical side souped up to comply with the already Everest-high standards of current N64 entries.

The story behind the RPG, though, is a little more interesting. Internet rumours have it that the game will be a 64DD follow-up to the highly successful Super Famicom title *Tales Of Phantasia*, which was notable for being the 16-bit machine's first 64Mbit cartridge. However, with Namco already confirming *Phantasia's* real sequel – *Tales Of Destiny* – for PlayStation, a completely new game would seem more likely to be on the cards.

Which is, in 64fan's humble opinion, a good thing as recent pictures of *Destiny* show that it's likely to be no better, graphically at least, than its humble 16-bit predecessor. Ho hum.



No, no, no! Namco's PlayStation *Tales Of Destiny* looks no better than the SNES version. Hopefully their N64 RPG will look a bit more special.

merely a rumour

● There's good news afoot for Nintendo⁶⁴ owning RPG fans if you're prepared to believe all the rumours floating around at the moment about games supposedly in development for our little grey buddy. *Final Fantasy VIII*(1), *Dragon Quest VII* and *Mother 3* (Earthbound 2) are just three of the games currently on the "in development" list according to various sources "in the know". Unsurprisingly, none have been officially confirmed. What is known, however, is that *Dragon Quest VII* is definitely under construction but it won't be for the 64DD. Fear not though, Enix still have a number of N64 RPG projects up their corporate sleeve. Their first, *Wonder Project J2*, is due on November 22nd.

● Although they're confirmed titles don't expect to see the likes of *Yoshi's Island 64* and *F-Zero 64* this side of Xmas, despite both games appearing on Nintendo's December release list. It seems that their appearance was the result of a slight cock-up on NCL's marketing department.

● Finally, just to whet your rumourmongering appetite, both *Castlevania* from Konami and *Metroid* from Nintendo are supposedly well into production. Oh well we can all dream can't we?

hot press!

Apologies to those of you who were hoping for a review of T&E Soft's N64 update of *Endorfun - Cu On Pa* – this issue (oh come on, there must have been some of you). The game was pulled from going on sale at the last minute leaving *Wave Race 64* all on its own in the Nintendo⁶⁴ September release schedule. Chances are that it won't appear next month either, making the first N64 puzzler *Tetrisphere*, which is still on schedule for an October release.

BREAKERS

NEW GAMES COMING ● REVIEWS SOON



GOEMON 5

Or Mystical Ninja 2 if it arrives over here. A chance to see a demo had them queuing for hours at the Tokyo Game Show.



CLAYFIGHTER 3

Originally slated for the next gen 3DO system M2, this wacky fighter is looking better than ever. How it plays though...

GAME ON!

HOT SOFTS UNDER PLAYTEST



ryota hayami

Pummel the pad impatiently on your first go and you'll inadvertently choose the default racer. Typically, Hayami's jet-ski is the easy-going all-rounder with average performance in every department. Not a waste of time, though, as many beginners will find this balance ideal for learning the fundamentals of biking on water. It's a good place to start customising, too.

man your bikes

Princess Daisy, more like. Her light-bodied jet-ski boasts nifty "where did she go?" acceleration and responsive steering that's ideal for the stunt tracks. The top speed is pathetic, however, and she can't manage more than 90 clicks per hour without a maxed-out power bar. Try her out when exploring new courses, as she's the quickest to recover from a crash.

ayumi stewart



miles jeter

Say hello to Wave Race 64's Mister Slalom: Jeter's ski has the advantage of exceptional turning power. The sensitivity of the controls makes this competitor an unsuitable choice for beginners – you'll spin out if you so much as breathe too hard on the stick – but an admirable corner-cutter in the hands of an expert racer. Pull down-back forcibly and you can practically do 180° on the spot. Tasty indeed.

Wave

Producer: NINTENDO

Developer: NINTENDO

No. of Players: 1-4

When last month's news story confirmed the March UK release of the N64 (GM48, p.10), and the inclusion of *Wave Race 64* as a British launch title, Gamesmaster lamented the lack of a 'true racer' in the line-up. You know what was meant – a tarmac racer, a game with an expensive real-life sports car rattling around some posh hotels on the Continent. Hmm. But by that definition, *Mario Kart* wouldn't qualify as a true racer. Nor would *Wipeout*, *F-Zero*, *Street Racer*, *Micro Machines*... Hmm. Catch the drift?

It's fair to say that we have never seen, or rather felt, a racing game like *Wave Race 64*. An unassuming little box it may be, but the N64 is shifting some serious numbers to calculate and display a realistic water environment that seems to be a mixture of curves, polygons and algorithmic effects smoothed out with the same liquid shimmer of the silvery pools in *SM64*. Ah, we give up, we haven't got a clue how they do it. It ripples, it chops, it ebbs and flows; you can skim over the surface or dive right underneath. Water in videogames has

never been so – well, watery. One glimpse of the warm blue ocean in the intro and you actually want to dive in and feel it. Believe us, until you've actually played *Wave Race 64* you won't understand just how far ahead of other so-called 'next generation' titles it really is. It's breathtaking.

And we're not talking eye-candy. Nintendo's designers have also devoted some of that 64-bit processing power to modelling the forces at work, emulating the waves and their consequences. In other words, it's not just a clever effect that's pleasant to admire but a simplified physics 'sim' of the ocean surface and the objects on it. Buoys float gently on the ripples until a nudge sends them bobbing up and down.



Admittedly, the twilight sea looks like cooking oil. Mazola, to be precise.



"That chopper just keeps following... watching... what can it want?"



REVIEWS



J-LEAGUE LIVE 64

This'll be FIFA 64 when it arrives next year. A fast-paced arcade soccer game made all the better by incredible graphics.



DOOM 64

What promises to be the ultimate Doom game has been slightly delayed by ID as they tweak the levels to perfection.

64fan

100% For Next Generation Nintendo-Heads

The chunky fellow with an amusing froggy-faced helmet is the king of speed. Despite poor acceleration and bovine steering, his heavy jet-ski has the greatest potential velocity of the lot. Just when think you've won, this guy will appear from out of nowhere, cruise past your flat-out old motor and disappear into the distance without a hope of being caught (until the next hairpin, ho ho). The 'Bowser' of the game, if you will.

david mariner



Corny but true. Each model of jet-ski can be fine-tuned and the

rider renamed with a Custom options panel. You might decide to improve the friction rating of the hull, or trade acceleration for a better top

your name here?

speed. You can even adjust the handling for light stuntwork or heavy racing. It won't allow you to create a super bike, but you may find that a few slight improvements in control and acceleration are just what you need to take on the meanest CPU-controlled opponents.



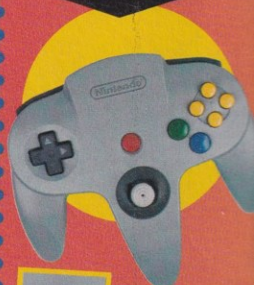
duh, I forgot my memory pak...

If you exclude *Shogi*, that odd Japanese chess variant, *Wave Race 64* is the first action game to use the small memory pak that plugs into the underside of the N64 controller. It allows you to save out the fine-tuned details of your favourite selection of customised jet-skis from your battery back-up records. You can then take your little pak round a friend's house, plug it in, load your custom options into the RAM on his *Wave Race 64* cartridge and play with your never-lose vehicle. It's a little bit extravagant in our opinion (jotting down the details on paper wouldn't be difficult) but this is obviously just an early exploration of its potential. Besides, the memory paks are quite cheap and fit as snugly as a new Lego brick. Splendid.



control panel

To play *Wave Race 64*, grip the pad by the middle prong and use it like this...



From gentle turns to tight corners, the analogue control lets you choose how hard to steer.



Cycles through high, low, close or distant camera views of the action. No 'in the seat' perspective, though.



Wiggle the stick and tap this to initiate stunt manoeuvres. Oh, it's also the brake - but who wants to use that?



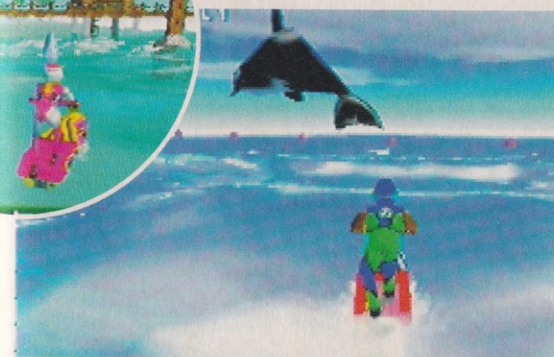
Hold to accelerate, release to decelerate. Tapping it when you fall off speeds your recovery.

Race 64

Get accustomed to your ski by playing *Catch The Dolphin* on the practice track. He's a tricky clickster.



While you're puzzling over that loud splashing, this awe-inspiring orca leaps into view and swims alongside. Nintendo, eh?



Crash your jet-ski into a wave and pull back, you ride over the top. Point the ski's nose downward and you plough through, the foam lapping over your feet. The feedback from the analogue stick is absolutely spot-on, and by watching your craft lean and pitch you can

actually sense the changes in speed and handling when the sea breaks across your flanks or swells underneath.

Although the shorelines and buildings aren't quite as adventurous as those in *Pilotwings 64*, you can still forget about pop-up. Both *SM64* and *Pilotwings 64*

have demonstrated that the N64 has no trouble with introducing objects at a considerable visual distance, and in *Wave Race 64* this means you always have plenty of time to anticipate corners and obstacles. It's just as well, because you can only keep such features at the back of your mind and plan for them while keeping a more immediate eye on the waves about to connect with your ski.

You see, the amorphous shifting nature of this virtual ocean means that no race is ever exactly the same. You're constantly modifying and attenuating your steering, fighting the waves or exploiting them for lift and thrust at every point along the course. Even when the fiercer tides send you hurtling skywards, you find yourself twisting the ski around in mid-air to crash down at the right angle for the next crest. And when you reach the last tournament league and have to race backwards around all the courses you thought you knew, the difference will shock you. *Wave Race 64* isn't just



➔ another game set on the ocean. The ocean IS the game.

Now, many developers might have patted themselves on the back at this stage and called it a day. Not Nintendo. Not when there are more tricks you can squeeze from the gameplay.

The ocean is a big place, see, bearing little resemblance to Monaco or Santa Pod. So in the wide open spaces, the correct course to take is



↑ God is in the details, or so they say. We could only find a startled duck, and Nintendo's meticulous attentive touch.

indicated by the placement of left-hand markers (orange buoys) and right-hand markers (yellow buoys). Every time you pass inside a marker and stick to the course, your power bar increases one notch and awards a minor improvement to your jet-ski's performance (when the commentator shouts "Maximum Power!", you can squeeze a good 10-20 km/h extra from the engine). If you pass outside a marker and miss the course, however, then you immediately lose your entire power bar and have to start building it up again. The final humiliation is to be disqualified from the race for missing five or more buoys.

Because the power bar only enhances the basic whumph of your already formidable jet-

check

leave 'em all behind!

Super Mario Kart had it. Stunt Race FX had it. Now Wave Race 64 has it, the 'it' in question being a small trick for getting off to a good start. Sitting on the starting grid before a race, watch the red lights counting down and listen to the commentator say "3... 2... 1... Go!". If you hold off the accelerator until just the right moment, your power bar will be given a free boost. The closer you are, the more it fills – get it just right and you can even earn yourself Max Power acceleration before the rest of the pack. Feel those jaws wobble with the Gs.



↑ Pull this trick from your wetpants on Time Trial and watch your first lap records drop.

ski, there are times when you can tactically cut a corner or skip a marker and actually improve your overall prospects. On another occasion you might find yourself frantically swerving around a slalom course of orange and yellow, desperately trying to hold on to that little extra oomph needed for catching the leader on the final straight. A perfectly simple, yet effective, concept that adds depth to an already impressive game engine.

Then there's the attention that's

and they're away!

TOURNAMENT MODE

Three computer-controlled opponents, four leagues of increasing difficulty and an awful lot of ocean to cover. Your final position in each race determines the number of points added to your running total: fail to accumulate enough and you may not qualify for the next course. CPU intelligence is generally formidable, and on harder courses the competition is extremely aggressive. Prepare to be dunked, shunted, rammed, sandwiched



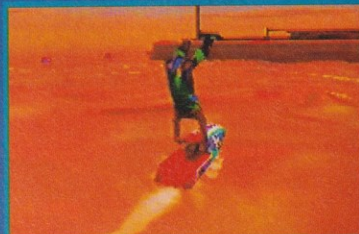
TIME TRIAL



To add to the longevity of the game, a comprehensive set of records for each course is saved automatically to your cartridge's battery back-up RAM. Whether it's the fastest lap or quickest overall performance, you'll spend hours trying to shave a few fractions of a second from the high score. You can also check which vehicle was used for each time, and whether it was a normal or custom jobbie. Y'see, some of the harder courses have tight corners and snaking

STUNT DISPLAY

Not content with providing one of the most responsive control systems ever, Ninty's designers have given the jet-ski a whole repertoire of stunt manoeuvres into the bargain. With a hasty spin or waggle of the analogue stick, you can make your rider stand on his hands or backflip from the prow. Launch yourself from a ramp, give another wiggle and the ski somersaults through the air. Hold it in another position and you can ride the whole course facing backwards. By



2-PLAYER BATTLE



Without a doubt, this is 64fan's favourite mode. Just two players, two skis and a cruel sea on which to compete. Indeed, not since Road Rash will have you seen such violent high speed jostling. By experimenting with the choice of vehicles, courses and difficulty levels you'll always find a set-up that allows players of different abilities to enjoy a fairly balanced game. Don't be disappointed by the lack of a machine link-up, either – the split screen genuinely works without seriously

With an incredible sense of speed and sumptuous courses, it's a joy just to watch Wave Race 64 being played. Now, give me that bloody pad back.



➔ Profile boxes show who's in the lead, who's finished, who's trying to nudge past you, even who's fallen in the drink.



and de-biked long before you get anywhere near the chequered flag. There are only two problems with tournament mode. The first is that it's so compulsive, in that "Gah! I'll get you, Penelope

Pitstop!" one-more-go fashion, that you'll play it solidly until you've seen the closing ceremony for all four leagues. The second is basic human paranoia. It always seems to be you, not the computer player, who comes off worst in any high speed collision. And on the occasions when they do fall off, they seem able to recover much faster than you could ever manage. Hmm.



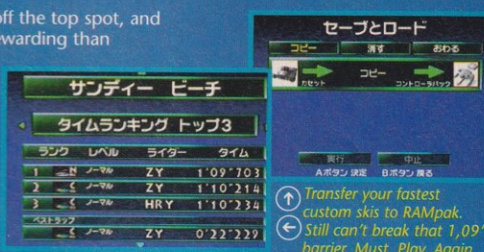
shortcuts that benefit a small turning circle over an impressive top speed, so there's strategy here too.

This mode really works best when you're trying to beat somebody else's times rather than your own, however, so be generous with your N64. There's nothing more frustrating (and goading) than seeing your



name knocked off the top spot, and nothing more rewarding than putting it back there with a clear lead.

⬅ The slippery-slidey ice world of Cool Wave offers risky cornering choices.



⬆ Ride the hood, spin off a ramp, or eat the ski. You can do most of these tricks.



coming up with your own planned and choreographed sequence, you'll score extra points on the stunt display. You can't just reel them off randomly, though.

Blimey, no. Stunt courses have set checkpoints and time limits in which to cross them. Instead of buoys, your correct path is now indicated by a series of rings: their points value continually increases as long as you don't miss any. Perform another handstand, or head for the ring and get the time bonus? High scores and vehicles from each track are recorded to battery back-up, naturally. Good old Nintendo.

compromising graphics or running speed, and you can even change your camera view within the window. Impressive.

Oh, and those stunts you can pull? Well, they work brilliantly as taunts when you're in a clear lead over the other player. Heh, heh, heh. Skill, tactics and psychological warfare too...



⬅ Incredibly, it's just as fast as in one-player.

⬅ You thought N64 games lacked violence? Wait till you're nudging your mates into walls and ramming them side-on, heh heh.



⬆ Famous last words: "If I can just negotiate this tight twisty-turny tunnel at full speed, I can win!"

been paid to the riders. They aren't glued to the seat and you can throw them off by turning carelessly or hitting an obstacle, slowing you down while they recover. But the nature of the collision depends entirely on your speed and attitude, so skill and anticipation can minimise the effects. Sometimes you'll scrape your paintwork with little more than a nasty noise, or slip off the footpad still holding the

handlebars and quickly scabble back on. At other times the rider will vanish with an "Oof!" while an empty ski hurtles upward. It's easier to identify with a rendered human than, say, a lorry or a

plane, and when you see that motion-captured body smack straight into a rock at 110 km/hr, you'll feel the hurt too.

On which matter, we ought to point out to purists that this is not exactly a jet-ski sim. Although it feels genuine enough, we're reliably informed by watersporting fellow playtesters that the real things haven't got the sort of tight turning circle on show here, and you certainly wouldn't dream of skidding them for miles over a mud bank (no wonder Kawasaki were happy to lend their endorsement to the game). Nevertheless, such minor compromises have been made in the pursuit of racing thrills. It feels super-fast, you still have to master complex vehicle control before you can tackle the courses, and there's nothing to stop you piling £6,000



hell is round the corner

Want to know how it feels to race a typical course? Then ride pillion with us on a circuit of the Marine Fortress



Lawks, the sea is a tad stormy today. I knew I should have taken a heavier jet-ski. Didn't I say - oh, we're off...



The first challenge is this long, low concrete wave-break beyond the starting grid. I steer wide and jostle with my fellow competitors for turning space.



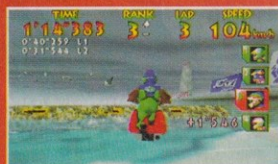
Not only is this corner very tight and choppy, it's strewn with driftwood and other flotsam. Doo! I hit a crate and part company with my ski. Get on, get on!



As I chase after the leader on the second lap, a massive iron gate rises ahead and they dart through. So the course opens up halfway through, eh? I follow, intrigued.



Nothing quite prepares me for the sharp turns and ten foot waves on the other side, however, and I bid au revoir to my ski once more.



In the excitement of the last lap I fail to avoid the wave-break. Fearing a crash, I pull back - but a major wave lifts my ski straight over the top! Aha, a secret shortcut discovered for later use.



I'm heading for the line when slow-but-sure David Mariner finally squeezes past and nudges me aside. Maybe I can - ah, no, there goes second place too.

レース結果		
ランク	ライダー	ポイント
1	D. MARINER	7
2	A. STEWART	4
3	M. JETER	2
4	Z.Y. BURGER	1
	ワリアス島	-

A hard-fought third doesn't give me enough points to qualify for the next round. Pah. It's back to the start for me.

Although I'm currently ahead of fatbroke, I could be disqualified by missing more buoys (marked by crosses).



A rolling indicator at the bottom helps me stay ahead of jostling overtakers. Eat my wake, Stewart!



the "Blimey, this is incredible, I must have one more go" sensation that never completely leaves you). In the structure of its options and the progression of its levels, Wave Race 64 is strangely reminiscent of Nintendo's 1993 Stunt Race FX on SNES. Time records, stunt tracks, two-player split screen - not forgetting the little tricks and techniques you'll only pick up after putting in some serious driving hours - all contribute to this odd comparison.

Remember that cartridge versus CD argument that was supposed to kill the N64 before it got off the ground? Well, take a look at Wave Race 64. Nine basic courses that vary with mode and difficulty, built-in RAM storage, more speech samples than Ridge Racer, no tedious loading screens, no FMV, no disc-reading or track-skipping errors, no problem. With new CD titles still costing as much as the 16-bit carts of old, it seems a small premium to pay.

Normally we'd sum up a game's shortcomings about here, but, um... Er... Well, the commentator occasionally glitches, screaming "you're in first!" when you haven't a hope of catching third (or is that sarcasm?). The spiky silver mines ought to explode when you hit them, not just knock you off. The spectators look like cardboard refugees from the animated Paddington Bear. Oh, the game doesn't boast as many secrets as SM64 or Pilotwings 64, though perhaps we haven't been looking hard enough. Other than that, we're struggling. And before you suggest either, hood-mounted mini-guns and manual gear shifting would both complicate matters beyond playability.

How can Nintendo keep this up? Only the third N64 title and they've pulled yet another high quality bunny from the top hat of classic game design. It's got in-er-face speed thrills, quick-thinking strategies and two-player mayhem that all add up to fast and furious state-of-the-art racing. So don't let anyone tell you that Wave Race 64 isn't a 'true racer'. When you experience the pleasure of surfing round the last marker and stealing first by 2/100ths of a second, you'll know the poor blighter simply hasn't played it yet.

Zy Nicholson

end sequence:

GAMEPLAY

Trust Nintendo to add a whole new twist to the racing genre. And then twist it some more.

47
50

GAMELIFE

Irresistibly addictive, but its long-term appeal rests heavily on the two-player.

15
20

AUDIO

Thrill-elevating effects, but you'd have to be Wil Overton to like the muzak.

12
15

VISUAL

It's all in the water. Everything else is decent, but you will die for the water.

13
15

OVERALL

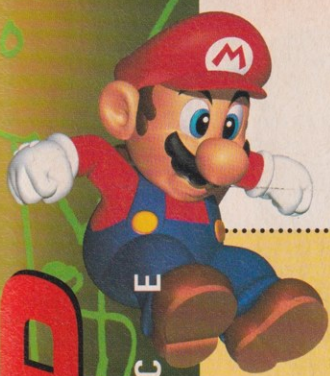
Just three titles available so far, and every one of them is an absolute must-play classic. The only reservation? If Nintendo maintains such quality in all future releases, us games reviewers will soon be made redundant. Ulp.



of gear into a harbour wall. You'll be doing the latter very often, believe it.

Some critics might scoff at the bland Japanese elevator music that makes up the soundtrack, but the sound on the whole includes some excellent stereo effects and plenty of speech - highly reminiscent of Ridge Racer's manic commentator, but with at least twice the vocabulary - in decent English, too.

Although you're likely to finish the tournament leagues pretty quickly, there's a better argument for its longevity than with many other racers (not least



SUPER MARIO 64

worlds 7, 8 and star road 2

Hang on to this issue of 64fan and you'll be building up the most comprehensive guide to *Super Mario 64* ever published. Even if you're a competent player, whose inability to drag yourself away from the game has finally opened up level after level, you

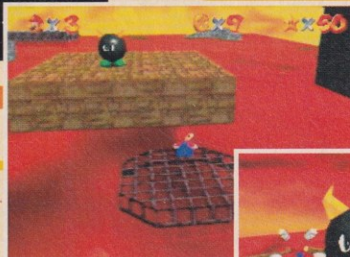
might still appreciate this month's advice on the most elusive stars in the game. But hoi – don't go sneaking a peek at any star location here unless it's completely confounded you. You'll respect yourself more for doing it without cheating...

COURSE 7

the sea of lava

Star 1

Beat the Boss! At the centre of the course you'll find a podium guarded by a giant horned bomb. He's too heavy for you to punch or kick him into the lava, so wait at the very edge of the podium and lure him into a trap. When the bomb is about to run towards you, kick-jump (A then B) or backflip straight upwards: he'll run directly underneath, whereupon you should land on the slope of his shiny back. As you slide off him you'll impart enough force to knock him into the lava.



Star 2

Take the floating iron platform from the boss's podium and you'll find three small horned bombs. Knock them all into the lava with the same technique and another boss-sized bomb will appear from the sky. Defeat it as before.



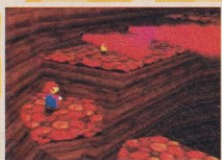
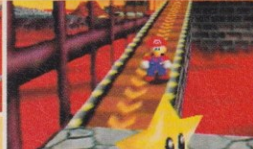
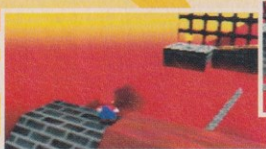
Star 3

Collect all eight red coins on the sliding tile puzzle. If you're standing on the puzzle when the picture of Bowser is completed, you'll be rewarded with a handful of gold coins.



Star 4

One corner of the course is separated by a tall iron grille fence, and you can just see Star 4 tempting you from the other side. Stand on the left side of the rolling log and start walking across it and upwards, at a diagonal, to peddle it across the lava.

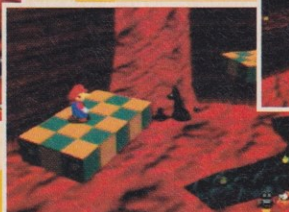
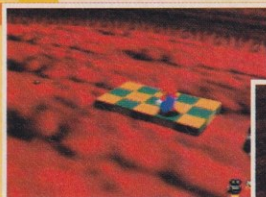


Star 5

The volcano at the centre of the level is actually an entrance to a whole new area, so drop down inside while it's inactive. Follow the path that winds up and around the wall of the volcano and jump from pole to pole to reach the star. You'll find a 1-Up by handstanding on the third pole.

Star 6

Inside the volcano again, ride the chequered platforms to a high pole and shimmy up to near the top. As soon as the flame jet has passed overhead, handstand and somersault to the next pole up – if you line yourself up correctly you'll grab it in mid-air, avoiding the rotating jets entirely. The star is above you.



POWER-UP
GUIDE
TO
MARIO 64

TIPS

bonus star

You'll need the Koopa shell to collect all the coins on the sea of lava. Then find eight bombs (1 apiece), two eyeballs (10) and eight red coins (16). When you've plundered the upper world, descend into the volcano to get the last 24 coins.

**treats**

A yellow box with a Koopa shell appears near your starting point after you collect the first four stars. Race it around the lava and you'll discover an entire obstacle course of slopes and banked corners – all bearing coins and 1-Up Mushrooms – just asking to be shell-surfed. For a real challenge, try racing with the closest behind-the-head Mario Cam view... Destroy the eyeball next to the hinged bridge and drop down into the hole underneath to teleport to an island with a red I-box. This can also be reached by a 'yahoo'-jump to the left of your starting point. Note that most sinking/rising platforms have one small central 'dry' spot that stays above the lava, where Mario can stand and wait without being harmed.

**COURSE 8****the treacherous sands****star 1**

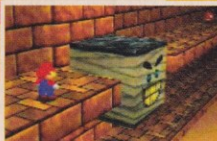
Look into the distance and you'll see a circling vulture with a familiar shiny object in its talons. Leg it past the rolling cubes, climb to the top of the nearest red brick pillar and jump up to grab at the vulture when it passes over your head.

**star 2**

This star sits inside a niche near the top of the pyramid, directly above the entrance. You could try climbing up the ledges on each side, but if you've had some practice with the Winged Cap then you'll find you can just make it from the top of the grey pavilion (see Treats).

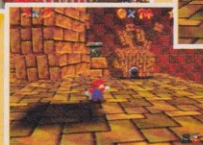
star 3

Once inside the pyramid, head right and work your way to the top. Negotiate the grinning cylindrical crusher by dodging into a cubbyhole on the outer wall. If you happen to fall down into the sand below, keep jumping to stay afloat and use the shallow stepping stones to return to terra-firma. The third star is on the highest ledge.

**star 4**

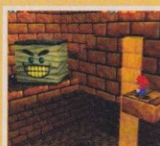
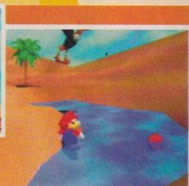
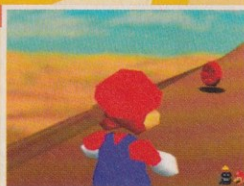
At each corner of the pyramid is a tall red brick pillar with a unique property: you can run up and down its sides without falling off. To find the fourth star you should grab the Winged Cap from the top of the grey pavilion and fly to each pillar in turn, landing on the top with a butt-slam before flying to the next. When all four have been visited the top of the pyramid will spin off, revealing a new entrance.

This secret passage will eventually lead you to the heart of the pyramid and the boss of the course. When one stone fist tries to smash you from above, the other will open the eye in its palm. Punch or dive at the eye and repeat this tactic until both hands are vanquished.

**star 5**

The eight red coins are scattered around the outside of the pyramid in these locations:

- directly behind your starting position, at the very edge of the level
- in a large cork box under the pavilion
- in the small oasis pool by the palm tree
- on the path guarded by rolling cubes
- four coins hang in the air on each side of the pyramid. Use the Winged Cap and the cannon.

**star 6**

Make your way to the top of the pyramid once more. Just under the ledge holding Star 3 is a gap on your right where you can look over at the falling stream of sand. You'll see three ledges below that hold special gold coins, and two more coins in the sand chute at the bottom. Drop down at the right places and collect all five coins to reveal the last star.

bonus star

Your 100 coins should include the three giant pokies (5 apiece) and eight red coins (16). Collect as many as you can outside the pyramid, then head in. There's a Blue Coin Switch on the left as you enter (15), and by squashing all the Goombas there are more than 60 coins to be gathered inside.

treats

- Jump on the red Shy Guys for a skywards helicopter boost.
- Near your starting point is a grey stone pavilion with a flat roof. Get on top with a triple jump or Shy Guy boost and you can choose Koopa Shell or Winged Cap transport to carry you safely over the quicksand.
- Stand in the shade of the palm tree to teleport to a red I-box and cannon.
- After Star 1, the vulture can steal your Mario Cap. Unless you sneak back into this course and nab it back, you'll have to play the rest of the game without it!

ATTRACT MODE

IM PENDING NEW S O F T S F O R N 6 4



PREVIEWS

SHADOWS OF THE EMPIRE Release: TBC • Country: US • Maker: LucasArts

That's no small moon, that's a space station!

You can't get a bigger film tie-in than Star Wars so Nintendo are pinning a lot of hopes on what could be one of the most important Nintendo⁶⁴ titles this year. Especially in the US during the run-up to Christmas.

Taking the recently devised Shadows Of The Empire stories, which seem to have been concocted specifically to provide plot and characters for comics, games and books, the game drops new hero Dash Rendar – sorry LucasArts, you lose points for that appalling name straight away – into familiar Star Wars territory as he pursues bounty hunter Bobba Fett (From The Empire Strikes Back) and new villain Xizor. There'll be a chance to race swoopbikes through the narrow streets of Mos Eisley (Star Wars) and bring giant lumbering AT-ATs to their knees on the snowy wastes of Hoth (The Empire Strikes Back), while new locations include Xizor's palace and the mysteriously named Ord Mantell. While this all might seem to suggest a mish-mash of game styles it actually boils down to only two different game engines. Walking and shooting as Dash in either a first- or third-person perspective comes courtesy of the Doom-like *Dark Forces* and flying around in outer-space dogfights links *Shadows* to *X-Wing*, *Tie Fighter* and the FMV-fest *Rebel Assault*.

Although there have been rumours of delays, Nintendo of Japan have the game slated for a November release with the States merely a few weeks behind.

Let's hope the programmers all have the force with them.

Images © LucasArts

Mr Rendar comes from the Kevin Costner school of Hollywood looks while his robot companion follows the long-standing tradition of badly drawn American comics.



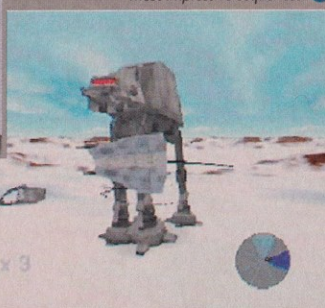
Alas, his on-screen texture-map looks more like Jimmy from Brookside.

Bugger! Dash arrives just in time to see Bobba Fett's flying hairdryer ship Slave-1 escape. Oh... arse.



Huge docking bay doors and improbably shaped imperial shuttles – *Shadows Of The Empire* has it all.

Tripping up AT-ATs gives *Shadows* one of its most impressive sequences.



KILLER INSTINCT GOLD Release: TBC • Country: UK • Maker: Nintendo/Rare

Oh! I was blocking that!

There's nothing like allegiance to a particular beat-em-up to split the videogaming fraternity. But whether you favour the Japanese 2D character-driven delights of *Street Fighter* or the American shock-tactics of *Mortal Kombat* you can't knock the arcade success of Rare's *Killer Instinct*.

Vying with *MKTrilogy* as the N64's first fighter, *Killer Instinct Gold* is basically the coin-op *KI2* with some new 3D backgrounds and options thrown in for good measure. All the familiar *KI2* characters are there, while there's a good chance that those dropped from the original *KI* roster will turn up as hidden characters.

Although running at a super-smooth 60 frames per second with interactive backgrounds and realtime lighting there's no escaping the fact that *KI Gold* still isn't a true 3D fighter like *Tekken* and whether this'll be enough for owners of the world's



Battle of the swords: Tusk takes on Jago in TJ Combo's grimy, grim street arena.

most powerful console is something we'll just have to wait and see.

Spinal's boat features some impressive background action.



Images © Nintendo/Rare

Release: December '96 • Country: UK • Maker: Nintendo/Rare

The game that's certain to bring the house down!



The top reflective metal surface on the Tonka-like truck is only one of the superb graphical effects going on in the game.

As well as being out of control, the missile carrier in *Blast Corps* is also leaking radiation, so you'll need to deal with that too. Fun, eh?



It's all-out mayhem in Rare's most original N64 title, as you attempt to clear the way for an out-of-control missile carrier so that it can safely detonate out of harm's way.

Apart from trashing everything in sight you'll also get the opportunity, within the game's 60-odd levels, to collect any demolished building's insurance and rescue scientists who'll then build you bigger and better vehicles.

What originally looked like a rather weak game concept is shaping up nicely for its December release and we'll be looking at it more closely very soon. Stick with us.

Images © Nintendo/Rare

TO BE CONTINUED...

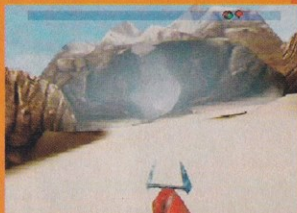
TETRISPHERE

the most addictive game ever comes over all
64bit - 3D shape-shifting begins next issue.



SHADOWS OF THE EMPIRE

can LucasArts' Star Wars stunner rescue the
film tie-in's reputation? Find out next issue.



TUROK: DINOSAUR HUNTER

faster dinosaurs, kill, kill! We break open
Acclaim's first N64 blockbuster.



64fan - issue delta

doing its stuff in GamesMaster 50 - thursday 21st november



64fan

100% For Next Generation Nintendo-Heads

EDGE

The future of interactive entertainment



issue 38 on sale 27

W
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FIGHTING VIPERS

Just when you thought it was safe to go back to your joy-pad after learning *Virtua Fighter 2*'s 2000 moves here comes *Fighting Vipers*. Eight characters all with dozens of moves for you to remember. To help you along, here are the whole bloomin' lot of 'em. Have fun.



TOKIO

- Body Attack Justice Jab P
- Open Chest P,P
- Open Arm P,P,P
- Open Roll P,P,K
- Open Spin P,K
- Sit Jab d+P or d+P+K+G
- Open Uppercut d/f+P
- Elbow Blow f+P,P
- Open Arm Blow f+P,P,P
- Roll Kick K

- Low Kick d+K
- Toe Kick (CroNeut)K
- Middle Kick d/f+K
- Kick d/f+K,K
- Crutch Step d/f+K,K,f+K
- Crutch Buster f+K
- Snap Knee f,f+K
- Hi-Kick u/b+K
- Trick Kick u,d+K
- Heel Attack K+G
- Spin-off Kick K+G,K
- Spin-off Sunrise K+G,K,K
- Spin Float K+G,d+K
- Spin Cosac d+K+G
- Low Spin Kick d+K+G,K
- Low Spin Hi d+K+G,K,K
- Low Spin Float d+K+G,d+K
- Double Low Spin d+K+G,K,d+K
- Triple Low Spin d/f+K+G
- Middle Kick Middle Kick Combo d/f+K+G,f+K
- Catapult Kick f+K+G
- Catapult Hi f+K+G,K
- Catapult Low f+K+G,d+K
- Reactor K,P
- Combo Edge K,P,K
- Hi-K Open Roll K,P,P,K
- Hi-K 1-2 & Loop Kick K,P,Pb+K
- Hi-K PPP Hi-K K,P,P,P,K
- Hi-K PPP Low-K K,P,P,Pd+K
- Hi-K PPP Loop-K K,P,P,Pb+K
- Low Combo Edge d+K+G,P,K
- Low-K Open Roll d+K+G,P,P,K
- Low-K 1-2 Loop Kick d+K+G,P,Pb+K
- Low-K PPP Hi-K d+K+G,P,P,P,K
- Low-K PPP Low-K d+K+G,P,P,P,K
- Low-K PPP Loop-K P,P,Pd+K
- Sit Down d+K+G,P,P,Pb+K
- Sit Down & Kick f,d+P+K+G,K
- Tokio Flash f,b,f,b+P+K+G
- Block Buster b+K
- Running Straight (Dash)P
- Running Tackle (Dash)P+G
- Fire Darts (Dash)K
- Sliding Kick (Dash)d+K
- Running Tricks or d/f+K
- Hop Spin Kick (Dash)u/b+K
- Running Jump Kick (Dash)u+K
- Wall Throw (Dash)u/f+K
- Back Wall Rush P+G
- Arm Crutch Slam (Wall)P+G
- Neck Grab & Throw b+P+G
- Rolling Throw f,b+P+K+G
- Clinch Knee (Wall)b,f+K
- Back Drop (Back)P+G
- Eagle Landing u+P or U+P

- Jab P
- Light Punch P,P
- Light Through P,P,P
- Jab Hi-Kick P,K
- Sit Jab d+P
- Low Punch or d+P+G
- Uppercut d+P+K+G
- Double Upper d/f+P
- Elbow Cut f+P,P
- Knuckle Black Crow f+P,P
- Light Hand f+P,P,P
- Knuckle Crow Kick f+P,K
- Elbow & Knuckle f+P,K,P
- Elbow Death Spin Kick f+P,K,P,f+K+G
- Elbow Low Death Spin f+P,K,P,d+K+G
- Hi-Kick K
- Back-off Ditch K,K
- Standing Hi-Kick (CroNeut)K
- Low Side Kick d+K
- Middle Kick d/f+K
- Side Kick Knuckle d/f+K,P
- Death Spin Combo d/f+K,P,f+K+G
- Low Death Spin Combo d/f+K,P,d+K+G
- Low Spin Combo d/f+K,d+K+G
- Back-off Kick f+K
- Sommersault Kick u/b+K
- Vertical Kick K+G
- Sliding Kick d+K+G
- Raxel Flash f,b,f,b+P+K+G
- Guitar Trust f,f+P

- Guitar Swing d/f,d/f+P
- Guitar Swing Down d/f,d/f+P,P
- Death Spin Kick f+K+G
- Double Death Spin f+K+G,
- 3x Death Spin d,d/f,f+K
- Lightning Upper f+K+G,d,d/f,f+K
- Looks That Kill b+P
- Block Buster P,P,K
- Running Straight b+K
- Running Tackle (Dash)P
- Running Knee (Dash)P+G
- Sliding Kick (Dash)K
- Running Flipkick (Dash)d+K
- Hop Spin Kick or d/f+K
- Running Jump Kick (Dash)u/b+K
- Wall Throw (Dash)u+K
- Wall Squash (Dash)u/f+K
- Neck Fold P+G
- Neck Throw (Wall)P+G
- Mexican Typhoon b,f+P+G
- Back Drop u,d+P+G
- Guitar Crash (Back)P+G
- Grave Post d+P

- Flying Task u+P
- Spit Kick or U+P



RAXEL

Fighting Vipers 72
Quake 76
Tekken 2 81

CONSOLETATION ZONE

F1 (PSX), Virtua Cop (Saturn), Resident Evil (PSX), Command & Conquer (PC), Toy Story (Mega Drive/SNES), Killer Instinct (SNES). All these games, and maybe even more, will never be the same after you've copped a load of this. 88



Boarder Punch P
Double Boarder Punch P,P
1-2 Coin P,P,K
Combo Toe Kick P,P,d+K
Combo Toe Kick Hi P,P,d+K,K
Combo Upper P,P,f+P
Combo Upper Spin P,P,f+P,K
Combo Upper Mid-Spin P,P,f+P,K
Combo Knee P,P,f+K
Combo Knee Kick P,P,f+K,K
Board Bash P,P,P
Punch Coin P,K
Punch Tail Kick P,d+K
Low Punch d+P or d+P+G
or d+P+K+G
Low Punch Tail Kick d+P,K
Uppercut d/f+P
Upper Hi-Spin d/f+P,K
Standing Knee K
Knee & Hi-Spin K,K
Rocket Missile (Back to Wall),
d/b+K
Toe Kick d+K
Toe & Hi-Kick d+K,K
Tail Kick D+K
Middle Spin Kick d/f+K
Step Knee f+K

Heel Attack u, d+K
Hopping Knee K+G
Rising Knee (CroNeut)f+K+G
Picky Flash f,b,f,b+P+K+G
Wall Climbing (Wall, Air)u,u+P
Board Slap b,f,f+P
Jumping Heel Drop (Top of Wall)u+P
Block Uppercut b+P
Block Knee b+K
Dash Board Slap (Dash)P or P+G
or P+K

Running Knee (Dash)K
Sliding Kick (Dash)d+K
or d/f+K
K
Flip Kick d+K
Flip Low Kick (Dash)u+K
Hop Spin Kick (Dash)u/f+K
Running Jump Kick (Dash)P+K+G
Dash Air K
Flip Kick d+K
Flip Low Kick P+G
Wall Throw (Wall)P+G
Wall Crash f,f+P+G
Neck Throw u/f+P
Parliding Horse d+P+K+G
Fork Through d+P+K+G,b+K
+ Horse Kick (Wall)b,f+K
Dead End Double Knee (Air)b+P+K+G
Air Grab (Air)d+P+K+G
Frankensteiner (Back)P+G
Back Drop d+P
Maul Bash u+P or U+P
Flying Dolphin Attack
Foot Stamp d+K
Double Stamp d+K,K
Triple Stamp d+K,K,K

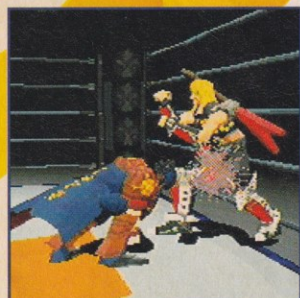
PICKY



BAHN



Elbow & Body Check f, f+P, b, f+P+K
Head Attack P+K+G
Guard & Elbow b+P
Guard & Uppercut b, d, d/b+P
Guard & Rising Upper b, d, d/b+P
Guard & R.Upper 2 b,d,d/b+P,f,d,d/f+P
Dashing Straight (Dash)P
Shoulder Tackle (Dash)P+K
Dash & Body Check (Dash)K
Dashing Knee or K+G or P+K+G
Sliding Kick (Dash)d+K
or (Dash)d/f+K
Hop Spin Kick (Dash)u+K
Running Jump Kick (Dash)u/f+K
Wall Throw P+G
Wall Throw Combo P+G, f, f+P+G
Wall Scratch (Wall)P+G
Wall Crash (Back to Wall)P+G
Throw Down b+P+G
Head Butt b, f+P+K+G
Atomic Drop (Back)P+G
Pounce u+P or U+P
Spit Kick d+K
Todomo d+P
Requiem d+P, P



Punch P
Low Punch d+P
Uppercut D/F+P
Iron Elbow f+P
Steel Elbow f, f+P
Combo Elbow f, f+P, f+P
Rising Uppercut f, d, f/d+P
2 Rising Upper Combo f, d, f/d+P x 2
Rising Hammer u+P
Kick K

Low Kick d+K
Yakuza Kick d/f+K
Quick Kick f, f+K
Wandering Kick u+K
Mid-wandering Kick u/f+K
Bahn Flash f, b, f, b+P+K+G
Piety Punch d/b, D/F+P
Spirit Elbow b, f+P
Super Straight F+P
Body Check b, f, f+P+K





SANMAN

Sanman Punch
1-2 Punch
1-2 Hammer
Jab Uppercut
Jab Upper & Kick
Sanman Punch & Kick
Low Punch
Uppercut
Double Upper
Double Upper Peach
Chop
Double Chop
Triple Chop
Ignition Punch

P
P,P
P,P,P
P,d/f+P
P,d/f+P,K
P,K
d+P or d+P+G
d/f+P
d/f+P,P
d/f+P,P,K
b,f+P
b,f+P,P
b,f+P,P,P
f+P

Generator Punch
Generator 3
Generator 4
Generator 5
Body Press

Jack Knife Throw
Sanman Kick
Low Sanman Kick
Leg Through
Peach Bomber
Double Peach Bomber
Hammer Down

f+P,P
f+P,P,P
f+P,P,P,P
f+P,P,P,P
U/B+P
or U+P
or U/f+P
d/f+P+G
K or K+G
d+K+G
P+K+G
P+K+G,P+K+G
d+P+K+G

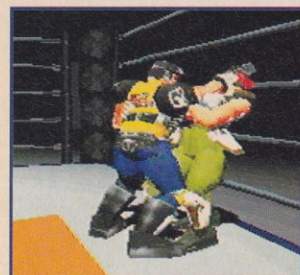
Double Hammer Down
Hammer Reverse Sledge
Sanman Flash
Elbow Smash
Block Bomber
1-2 Peach
Sanman Attack
Running Peach Bomber
Sliding Kick

d+P+K+G,d+P
d+P+K+G,d+P+G
f,b,f,b+P+K+G
f,f+P
b+K
P,P,K
(Dash)P
(Dash)K
(Dash)d+K
or d/f+K
(Dash)u+K
(Dash)u/f+K
P+G
(Wall)P+G
b,roll,f+P
f,roll,b+P+G
f,roll,b+P+G,
f,b+P+G
f,roll,b+P+G,
f,b+P+G,d/b,
circle,b+P+G
Throw
f,b+P+G
f,b+P+G,b,b+P+G
f,b+P+K+G
d/f,d/f+P+G
(Wall)f,b,f+P+G
d/b+P+G or d+P+G
b,roll,f+P
d,d/b,b,f+P+G
(Back)P+G
u+P or U+P
d+K
f,b,f+P+G
b,d/b,d,d/f,f+P

Hop Spin Kick
Running Jump Kick
Sanman Nice Can?
Spark Scratch
Giant Swing
Neck Hanging Tree
Triple Neck Hang

Sanman Typhoon

Bear Hug
Bear Hug & Press
Canadian Back Breaker
Pile Driver
Super Power Bomb
Iron Claw
Giant Swing
Double Neck Hang
Back Drop
Peach Burger
Mega-ton Stamp
Super Power Bomb
Giant Swing



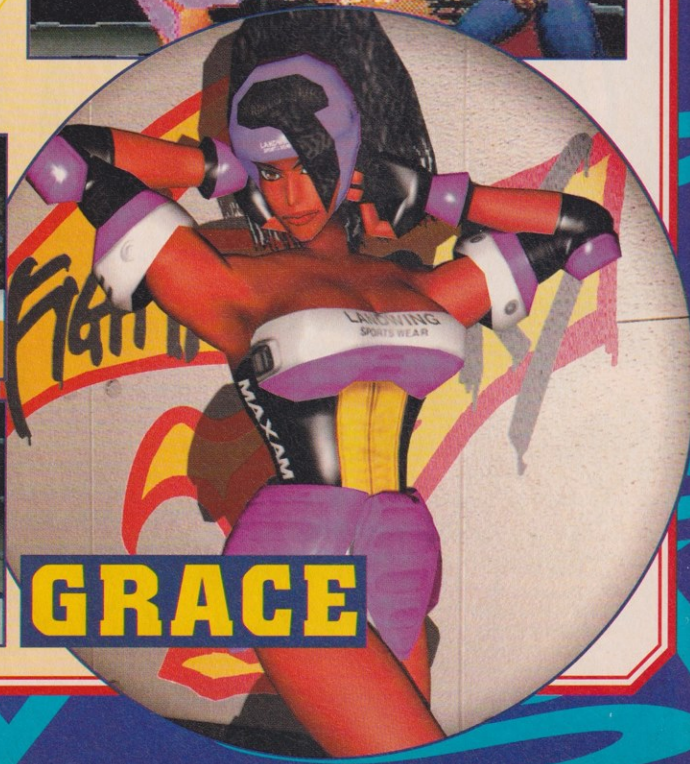
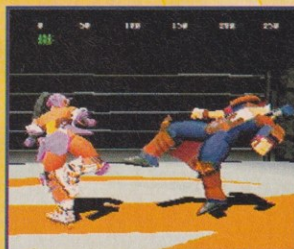
Single Beat
Dual Beat
Triple Beat
Quad Beat
Vulcan Beat
Punch & Kick
Punch Sit Spin
Beat Turn Leg
Sit Beat

P
P,P
P,P,P
P,P,P,P
P,K
P,d+K
P,K,K
d+P or d+P+G
or d+P+K+G
d+P,K
u+P
K
K,P
K,K
K,K,K
d+K
d/f+K
d/f+K,K
d/f+K,K,K
u/b+K
u+K
u/f+K
d/f,d/f+K
u,d+K
K+G
K+G,K
K+G,K,K
K+G,d/f+K
K+G,d/f+K,K
d+K+G
d+K+G,K,K,K,K
f+K+G
f+K+G,K
P+K
(Air)d+P+K+G
f,b,f,b+P+K+G
f,f+P
b+K
b+P
P,P,K
(Dash)P
or (Dash)P+K
(Dash)P+G
(Dash)K

Sliding Kick

Flipkick
Running Jump Kick
Running Coin
Wall Throw
Scratch Heart
Wall Zap
Izori
Cross Arm Crutch Slam
Frankensteiner
Back Drop
Stepping on
Soccer Ball Kick
Cross Kick Combo
- Flipkick

(Dash)d+K
or d/fK
(Dash)u/b+K
(Dash)u/f+K
(Dash)K+G
P+G
(Wall)P+G
(Wall)P,P
d,b+P+G
f,b+P+K+G
(Air)d+P+K+G
(Back)P+G
u+P
d+K
K+G, K, K
- u/b+K



GRACE

HONEY

Cat Snap
Cat Butt
Snap Hi-Kick
Cat Scratch
Combo Upper Kick
Combo Low Kick
Low Snap

Low Snap & Kick
Cat Uppercut
Honey Swing
Honey Double
Honey Triple
Rising Cat Upper
Hi-Kick
Toe Kick
Toe Kick & Scorpion

P
PP
PK
PPP
PPP, d+K
d+P or d+P+G
or d+P+K+G
d+PK
d/f+P
f+P
f+PP
f+PPP
f,d,d/f+P
K
(FC)K
(FC)K,K

Toe Kick & Flipkick
Toe Kick & Heel Down
Low Kick
2 Low Kick

Leg Beat

Low Leg Beat

Cat Tail
Cat Tail & Hi
Scorpion Attack
Flip Kick
Wandering Kick
Mid-wandering Kick
Jack Knife Kick
Horse Kick

(FC)K,u/b+K
(FC)K,K+G
d/b+K or D+K
d/b+K,K
or D+K,K
d/b+K,K,K
or D+K,K,K
d/b+K,K,d+K
or D+K,K,d+K
d+K
d+K,K
d/f+K
u/b+K
u+K
u/f+K
K+G
f,f+K+G

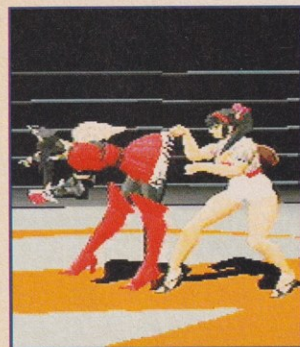
Peach Attack
Honey Peach & Peach
Honey Flash
Wall Climbing
Cat Slap
Cat Diving
Lo KickPunch

Cat Heel Drop
Block Bomber
Block Slap
Dashing Straight

Shoulder Tackle
Dash Peach
Sliding Kick
Cat Somersault
Hop Spin Kick
Running Jump Kick
Wall Throw
Back Wall Throw
Back Wall Rush
Wall Crash
Peach Press
Cat Flip
Parading Horse
Fork Through
Honey Aerial
Back Drop
Knee Trap
Spin Landing

Spit Kick
Ei
EiEi
EiEiEi
EiEiEiEi
EiEiEiEiEi
Cat uppercut
- Jack Knife
- Horse kick
Cat uppercut
- Jack Knife
- Dash Peach

P+K+G
P+K+G,P+K+G
f,b,f,b+P+K+G
(Wall, Air)u,u+P
f,f+P
d/f,d/f+P
d/b+K,K,d+P
or D+K,K,d+P
(Top of Wall)u+P
b+K
b+P
(Dash)P
or (Dash)P+K
(Dash)P+G
(Dash)K
(Dash)d+K or d/fK
(Dash)u/b+K
(Dash)u+K
(Dash)u/f+K
P+G
b+P+G
(Wall)P+G
(Back to Wall)P+G
d/b,f+P+G
d,b+P+G
u/f+P
d+P+K+G
(Air)b+P+K+G
(Back)P+G
(Back)P+K+G
u+P
or U+P
d+K
d+P
d+PP
d+PPP
d+PPP,PP
d/f+P
- K+G
- f, f+K+G
d/f+P
- K+G
- (dash)K



Crap Knuckle
Double Crap
Double Crap Rush Kick
Low Spin Combo
Triple Bash
Knuckle Hi-Kick
Combo Switch Upper
Double Hand Attack

Low Knuckle

Low Knuckle Spin
Toss Uppercut
Rising Uppercut
Body Blow
Down Smash
Rising Hammer
Smart Kick
Spin Kick
Knee Launcher
Low Spin Kick

Middle Spin Kick
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Jane Flash
Wall Climbing
Power Smash
Tornado Punch
Ground Tornado
Jumping Heel Drop
Block Straight
Combo Block Straight
Dashing Straight

Shoulder Tackle
Dash Knee

Sliding Kick

Hop Spin Kick

P
PP
PPP
PPP,d+K
PK
PK,P
d/b
or d, f+P
d+P
or d+P+G
or d+P+K+G
d+PK
d/f+P
(FC)d/f+P
f+P
f+PP
u+P
K
(FC)K
(FC)f+K
d+K
or d+K+G
d/f+K
f+K
u+K
d+K+G,K
d+K+G,d+K
f,b,f,b+P+K+G
(Wall, Air)u,u+P
f,f+P
b,d/b,d,d/f,f+P
f,d,d/f+P
(Top of Wall)u+P
b+P
PP,b+P
(Dash)P
or (Dash)P+K
(Dash)P+G
(Dash)K
or K+G
or P+K+G
(Dash)d+K
or d/f+K
(Dash)u+K

Dash Jump Kick
Clinch Punch
Clinch Punch 2
Clinch Knee
Wall Scratch
Combo Wall Scratch
Brain Baster
Front Back Breaker
Clinch Knee
Clinch Knee 2
C. Knee Combo

Wall Strike Knee
Wall Strike Knee 2
Combo Raid Knee
Neck Fold
Tiger Suplex
Knuckle Dive
Spit Kick
Knuckle Butt
Clinch Knee 2
- Rising Upper
- Tornado Punch

(Dash)u/f+K
P+G
P+G,P
P+G,f+K
(Wall)P+G
(Wall)PPP
b+P+G
f,d+P+G
K+G
b,d/b,d,d/f,f+K+G
b,d/b,d,d/f,f+K+G,d,f+K
(Wall)K+G
(Wall)K+G,K+G
PP,f+K
(Back)P+G
(Back)P+K+G
u+P or U+P
d+K
d+P
b,roll,f+K+G
- (FC)d/f+P
- b, d/b, d,
d/f, f+P



JANE



The full version of Quake is flying off the shelves now and we feel very much at home in its violent, gothic environment. Let us take you by the hand and lead you all of its many secret. This month The Realm Of Black Magic.

CHEATS

The command line holds many codes to help you on your way.
WARNING - Cheating is for wimps only. But wimps who can happily moon in the faces of their mates who haven't seen The End yet.

GOD - Become invincible (toggle)

FLY - Fly (predictably)

NOCLIP - Walk through walls

NOTARGET - Monsters attack only if provoked

GIVE S n = Give n amount of Shells

" " **N** " = Give n amount of Nails

" " **R** " = Give n amount of Rockets

" " **C** " = Give n amount of Cells

" " **H** " = Give n amount of Health

GIVE n = Give weapon (eg GIVE 8 would give the lightning gun)

IMPULSE 9 = Give all weapons and keys

IMPULSE 255 = Quad damage

MAP ExMy = Level select where x=episode No and y=map No

NIGHTMARE MODE

The Nightmare mode can be found by going to the episode select level, walking towards the fourth episode pool and swimming to the very front of it (closest to the door). You will land on a beam which you can follow into a door which leads to the Nightmare mode slippage.

EPISODE 1?

If you're wondering where the tips for Episode 1: Dimension Of The Doomed has gone to, we've already covered it in issue 46.

quake

TOP SECRETS

EPISODE 2: THE REALM OF BLACK MAGIC

MISSION ONE - The Installation

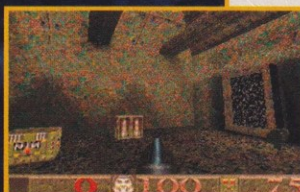
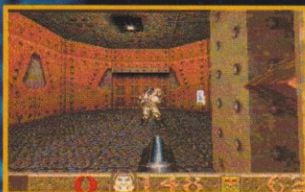


1. When you come across a bridge in a huge room with lots of water jump in halfway along and to the left. Swim to the far corner of the pool and look up. Swim up the tunnel for some red armour.

2. Collect the gold key and jump through the door that opens up behind you. Follow the paths in the water until you reach a ramp that will lead you to the second secret area.



3. Return to the gold key room. Climb the tiny stairs you'll see on one of the sets of bars opposite, jump onto the ledge and walk through the fake wall.



4. From the silver key room go down the stairs and jump into the water you find there. Swim until you find a grate in the pool's floor and shoot it. Go down into the tunnel and along to the secret room. Don't jump straight into the teleporter. See the next secret instead.

5. Go back the way you came and you should see another grate, concealing yet another hidden area.



6. When you gain access to the small lift in the huge cage room, don't take it straight up. Instead, shoot the wall to the left.



7. Once you have taken the lift up you'll see two bars that are slightly further apart than the rest. Squeeze through and descend for armour.

MISSION TWO - The Ogre Citadel



1. Go down the first staircase and jump into the river. Head to the left and enter the small cave. Walk to the back wall and take the elevator up for a +100 Health.



2. Continue into the water, exit the room and go to your left. Go under the bridge and into the room in the far wall. Climb the stairs for a Rocket Launcher.



3. Exit into the hallway and move to the window on your right. Jump out but land on the bridge. Walk over, get the armor and keep going to get yet another super health power-up.



MISSION THREE - The Crypt Of Decay



1. Sidestep off of the forked bridge while facing the armour. Walk forward and you'll find an underwater hallway, which you should go through to a larger room. Turn left and follow the arrows.

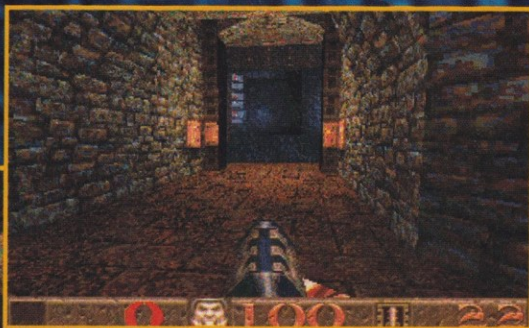
Take the first right and swim up some stairs.



2. Once the three tiny rooms by the gold key open up go to the right-hand one and blast the back wall. You'll never guess - it's fake.



3. The final room contains two routes. One to the standard exit and one to a room full of boxes. Go into the box room and shoot a switch on the ceiling. Go through the new door and hit another switch. This opens a barricade in secret 2. Go back to get the armor and use the teleporter at the top of the ramp. Congratulations. You've found this episode's Secret Level.



4. In the room with the bridge to the gold door there's a troublesome zombie. Lob a grenade very high to hit him and, if you succeed, a door will open to the left of the gold door. Go through it.



MISSION FOUR - The Ebon Fortress

1. Dive into the water and swim right and into the cave entrance to the left. Go left again and look left to see a ledge. Head straight until you hit a wall and turn left again. Walk through the passageway and take the elevator at the end. Walk over the bridge, down the stairs and shoot the wall in front of you.



2. From secret 1, climb the stairs and go to the right. Turn to the right, look at the wall, locate the wooden section and shoot it.



3. Turn to the right in the silver key room and (after you get off of the moving ledge) slip through the gap leading to the toxic slime pool room. Swim down and to the right to get to another hidden area. Your prize - red armour.

4. From the start of the mission jump into the water and butt the wall to the right of the grenade launcher island. Sink down to a hidden area containing quad damage and yellow armour.



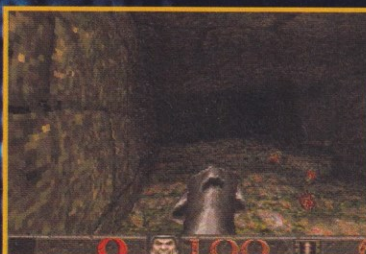
MISSION FIVE - The Wizard's Manse

1. Swim around the rock column by the bridge at the start until you see an opening leading to an elevator. Take it up...



2. Get the gold key and go back the way you came. Once you've turned right, check carefully for a section of the wall with a slightly rougher texture than the rest. Shoot it.

MISSION SIX - The Dismal Oubliette



1. On the second floor of the tower near the gold key barrier you'll find a three-way junction. Face directly away from the elevator, turn to the right and shoot the wall.



2. In the pool room, dive in and turn around. Swim to the wall in front (previously behind) you.

SECRET LEVEL!

Secret Level - Underneath

1. Look around the left of the gold door to locate a brick sticking from the wall. A pillar will lower.



2. After you've been through the gold key door cross the winding bridge and look back across the slim pit. Below you'll see a small opening. Squeeze in, grab the biosuit and swim to the third pillar. Go beyond it and dive down to get some red armour. When you surface hit the button on the wall to get out of the pit.
3. Shoot all the gargoyles' faces and return to the second niche in the long corridor. Shoot the wall to reveal the initials TW (Tim Willit, an Id employee).

NEXT MONTH - The Netherworld and The Elder World, **PLUS!** the final showdown in Shub-Niggurath's Pit.

GAMESTATION

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TEKKEN



It's boss time in the second part of our Tekken 2 moves guide. Again, you'll find a large assortment of GM's tastiest moves. Many can be linked together to form devastating combos of your own, and we're keen to hear of new ones, or your favourites. Write in to Consolation Zone (starting on page 88) and we'll print the best ones over the coming months.

LEE CHAOLAN

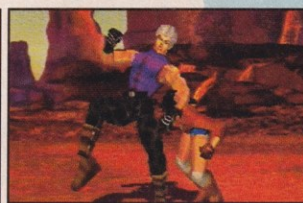
Grey by name, grey by nature?

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- Double Knuckle Ⓢ, Ⓢ
- One-Two Punch Ⓢ, Ⓢ
- Silver Slash Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Silver Cyclone Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Silver Fang Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Left Fist Flurry Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Shin Kick Ⓢ, Ⓢ
- Heel Drop Ⓢ, Ⓢ
- Flip Drop hold Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Dragon Knuckle Combo Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Rapid Rave War Combo Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Shin Kick Combo Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Back Handspring Ⓢ, Ⓢ, pause, Ⓢ, Ⓢ
- Neck Breaker up close: Ⓢ, Ⓢ
- Chastisement Punch up close: Ⓢ, Ⓢ
- Confuser Ⓢ, Ⓢ, pause, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Knee Bash up close: Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- High Kickflip hold Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
- Dragon Slide hold Ⓢ, Ⓢ, Ⓢ, Ⓢ



- Blazing Kick Ⓢ, Ⓢ, Ⓢ
- Bulldog from behind: Ⓢ, Ⓢ or Ⓢ, Ⓢ
- Ten-String Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ



TECHNIQUE FILE



A fighter armed with a routine amount of punches and kicks and a spanking haircut, you'll either love or loathe Heihachi's sub-boss. Curiously, he's more akin to Marshall Law in style, and as such the first move you should get to grips with is his fast Rave War Combo...

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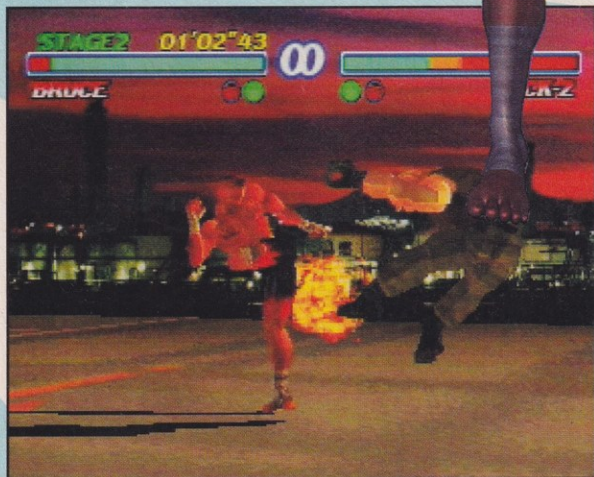
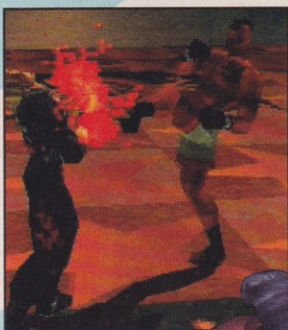
ISSUE NUMBER

BRUCE IRVIN

Lei Wulong's kick boxing nemesis

ATTACK INDEX

- Ribcrusher up close: ⊕⊕
 Back Fling from behind: ⊕⊕ or ⊕⊕
 Knee Bash up close: ⊕⊕
 Foot Bazooka ⊕, ⊕⊕
 Double Facebreaker ⊕⊕⊕
 Knee Embrace ⊕, ⊕, ⊕⊕⊕⊕
 Tumbleweed after KE: ⊕⊕, ⊕⊕⊕
 Left Knee after KE: ⊕, ⊕⊕⊕
 Knee Turn after LK: ⊕, ⊕, ⊕⊕⊕
 Rib Crusher after KT: ⊕, ⊕, ⊕⊕⊕
 Slash Elbow ⊕⊕⊕⊕
 Southern Cross Combo ⊕, ⊕, ⊕
 Northern Lights Combo ⊕, ⊕, ⊕
 Gatling Combo ⊕, ⊕, ⊕, ⊕
 Bruce Special ⊕, ⊕⊕, ⊕
 Slash Kick ⊕, ⊕⊕
 Sniper Slash ⊕, ⊕, ⊕⊕
 Sledgehammer ⊕⊕
 Circle-punch Combo ⊕, ⊕, ⊕, ⊕
 Handspring Escape ⊕, ⊕, pause, ⊕⊕
 Sidewinder ⊕⊕⊕
 Double Side Kick ⊕⊕⊕, ⊕
 Step-In Middle Kick ⊕⊕⊕
 Triple Knee ⊕ (hold), ⊕, ⊕



TECHNIQUE FILE

The first sub-boss you should go after (use Lei Wulong), as he's one of the most versatile fighters, backed with an extensive catalogue of attacks. A kick boxer by trade, it's unsurprising to find that his uppercuts and double-punch moves are readily accessible and look fantastic, making him the ideal choice for the less experienced T2 player. Familiarise yourself with his low attacks, incorporating them in your repertoire, as you'll leave yourself open with his high attacks too much.

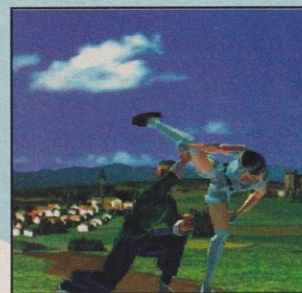
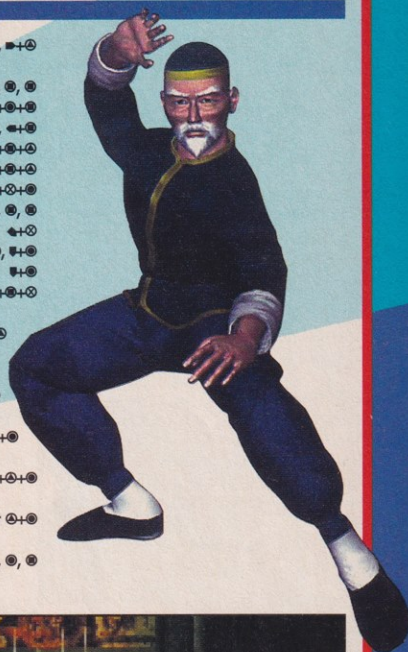


WANG JINREY

I'll show you the light, young upstart!

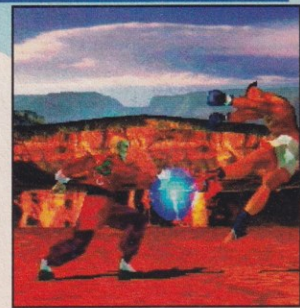
ATTACK INDEX

- Death Fist ⊕, ⊕, ⊕⊕
 Alternative Tequila Sunrise ⊕, ⊕, ⊕, ⊕, ⊕⊕⊕, ⊕, ⊕, ⊕
 Uppercut ⊕⊕⊕⊕
 Heaven Cannon ⊕, ⊕⊕
 Indigo Punch ⊕⊕⊕⊕
 Palm Strike ⊕, ⊕, ⊕⊕⊕⊕
 Earthquake Stomp ⊕⊕⊕⊕
 Catapult Combo ⊕, ⊕, ⊕
 Punt Kick ⊕⊕
 Fan Kick ⊕⊕, ⊕⊕
 Leg Sweep ⊕⊕
 Counter Attack ⊕⊕⊕
 Slip Behind-German Suplex ⊕, ⊕, ⊕⊕
 Neck Throw up close: ⊕⊕
 Reaping Throw up close: ⊕⊕
 Hurricane Throw up close: ⊕⊕⊕⊕
 Waning Moon up close: ⊕, ⊕⊕⊕
 Back Drop from behind: ⊕⊕ or ⊕⊕
 Ten-String ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕



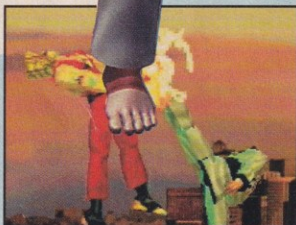
TECHNIQUE FILE

Wang's size and maturity belie a lethal set of attacks. Most aren't so obvious when you first get to play with him, but stick the difficulty right up and fight against him to see what the old codger can do. Mixing it up is the key. He has some of the most effective grappling moves in the business, backed up with heavy-duty punches and a cracking running cross-screen kick. Try and mix up his Tequila Sunrise with a battery of Palm Strikes, Death Fists and Fan Kicks – you'll find he's extremely agile.



Man with queer name, too hard. Ouch.

Spin Punch $\otimes, \oplus \otimes$
Wing Blade \oplus , pause, $\otimes, \oplus \otimes$
Break Blade $\otimes, \otimes, \otimes$
Hunting Hawk $\oplus \otimes, \otimes, \otimes$
Flamingo $\otimes, \oplus \otimes$, pause
Wave Needle after F: $\otimes, \otimes, \otimes$
Flamingo Wave after F: $\otimes, \otimes, \otimes, \otimes, \otimes$
Low Heel after F: $\oplus \otimes$
Hammer Heel $\oplus, \oplus \otimes$
Axe Kick $\oplus, \oplus \otimes$
KnifeHeel $\oplus \otimes \oplus$
Heel Explosion $\oplus \otimes \oplus$
Leaping Spin Crescent Kick \oplus , hold $\oplus \otimes$
Starlight Blade Combo $\otimes, \otimes, \oplus \otimes$
Flaming Hawk Combo $\oplus \otimes, \otimes, \otimes, \otimes$
Hurricane Distraction Combo
while rising: $\otimes, \otimes, \otimes, \otimes$
Cobra Bite up close: $\oplus, \oplus \otimes$
Blue Shark Claw up close: $\oplus \otimes$
Hammerhead Throw up close: $\oplus \otimes$
Swordfish Throw up close: $\oplus \otimes \oplus$
Starfish Throw from behind: $\oplus \otimes$
Ten-String $\otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes$
Ten-String $\otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes$
Ten-String $\otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes$
Ten-String $\otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes, \otimes$



The king of karate may rely a little too heavily on his grating kicks, but he's one of the hardest characters you'll get to play with in 72, both in terms of strength and difficulty to master. Although we're keen on recommending that you balance your combos with punches and kicks with the other characters, Baek is an exception: his punches tend to break up his attacks rather too much, so best to concentrate on delivering a flurry of high, uppercut-style kicks and low, roundhouse ones. Master his Flamingo move, an ideal start for any variety of combo.

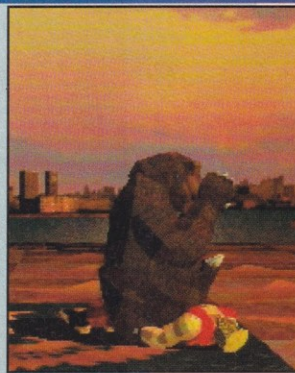


Heihachi's grizzly pet

Bear Swing hold $\oplus \oplus \oplus, \oplus, \oplus$
 Bloody Claws $\oplus + \oplus, \oplus, \oplus, \oplus, \oplus$
 Body Press $\oplus \oplus$
 Salmon Hunting $\oplus, \oplus \oplus \oplus$
 Terrible Claw $\oplus \oplus \oplus$
 Megaton Claw $\oplus, \oplus, \oplus, \oplus \oplus$
 Bear Scissors $\oplus, \oplus \oplus \oplus$
 Hip Press $\oplus \oplus \oplus$
 Wild Swing hold $\oplus \oplus, \oplus, \oplus, \oplus$
 Uppercut Rush $\oplus \oplus, \oplus, \oplus, \oplus$
 Bear Punch Combo \oplus, \oplus, \oplus
 Short Hammer Rush
 Combo hold $\oplus, \oplus, \oplus \oplus$
 Medium Hammer
 Rush Combo hold $\oplus, \oplus, \oplus, \oplus, \oplus \oplus$
 Hammer Rush Combo hold $\oplus \oplus, \oplus, \oplus, \oplus, \oplus \oplus$
 Big Bear Combo $\oplus \oplus \oplus \oplus, \oplus, \oplus, \oplus, \oplus, \oplus, \oplus, \oplus, \oplus$
 Press up close: $\oplus \oplus$
 Hug up close: $\oplus \oplus$
 Bites up close: $\oplus \oplus \oplus$
 Shot from behind: $\oplus \oplus$
 Big Hammer (lying) $\oplus \oplus \oplus$
 Ring $\oplus \oplus \oplus, \oplus, \oplus, \oplus, \oplus, \oplus, \oplus \oplus, \oplus \oplus$



He might not be the fastest cub on the block, but, as you can see from the shots, his size and obvious strength make up for this considerably. He's got the longest reach in the game – your opponents will be convinced they're at a safe distance, only for your claws to just clip them and scrape energy off of their bar. Like the other heavyweights in T2, Jack-2 and P-Jack, he/she relies on the powerful arm-swinging attacks and body presses to crush the opponent. Get in close (watch those low attacks), pull off a Bear Hug, then follow up with a Body Press.



KUNIMITSU

The mysterious and deadly assassin

ATTACK INDEX

Turning Backfist	↖+△
Flying Press	up close: △+△
Kunai Stab	↖+△
Kunai Murder	↖+△
Kunai Advance	↖+△
Bash	↖+△
Knee Cap	↖+△
Rushing Spin Kick	↖+△, ◎
Poison Wind	↖+△, ◎
Deadly Stab	↖+△
Jumping Crescent Sweep	↖+△, ◎
Spinning Hilt Strikes	↖+△
Spinning Leg Sweeps	↖+△
Falling Tree Kick (spinning leg)	↖+△
High Kicks	◎, ◎, ◎
Flipping Stomp	↖+△, ◎
Jumping Knee	↖+△, ◎
Lightning Kick	◎, ◎
Spinning Sweep	hold ↖, △+△
Hip Lock	up close: △+△+△
Jawcrusher	up close: △+△
Back Drop	up close: △+△
Ten-String	◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Ten-String	◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎



TECHNIQUE FILE

One of those fighters who scraps almost identically to their basic character (Yoshimitsu, in this case). She hasn't got the vast repertoire of the spooksome swordsman, but her moves tend to be executed with greater speed – she's only armed with a short dagger as opposed to Yoshi's sword, after all. Her Deadly Stab is an unblockable dagger attack (hence the 'Deadly' tag), which can be used on a floored opponent when fused onto a Turning Backfist–Kneecap–Back Drop attack series. Get her running/leaping attacks in – they're very quick.



GANRYU

The bodyguard with a crush on Michelle

ATTACK INDEX

Megaton Float	↖, △, ↖, △+△
Megaton Palm	↖, △, ↖, △+△
Ganryu's Combo	◎, ◎, ◎
Thunder Palm	↖+△+△
Spring Hammer Punch	↖+△+△
Scissors	↖+△+△
Alternative Open Palm	◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Windmill Punch	↖, △+△, ◎, ◎, ◎
Kabuki Palm	↖+△, ◎, ◎, ◎, ◎
Devil Thrusts	↖+△, ◎, ◎, ◎, ◎, ◎, ◎
Giant Tackle	↖+△+△
Thigh Quake	↖+△
Nodowa Combo	↖+△, ◎, ◎, ◎, ◎, △+△, ◎
Rising Hammer	while rising: △+△, ◎+△
Jizo Hug	up close: ◎+△
Body Drop	up close: △+△
Lifting Toss	up close: ↖+△+△
Jaw Breaker	up close: ↖+△+△
Upside Down Drop	up close: ◎+△



TECHNIQUE FILE

Ganryu, or Fat Bob as he's known round these parts, is E Honda, and like the original scrapping Sumo, grinds his opponents down with a shock of slaps. Like Kuma, his kicks are pretty much secondary to his rapid fist attacks, and unleashing his Megaton Palm followed by the seemingly never-ending Devil Thrusts can weaken an opponent quicker than you'd think. Watch out for those reversals though, as you can find yourself slipping into a habitual attack pattern. His close up tackles, as you'd expect from a Sumo, are also massively damaging.

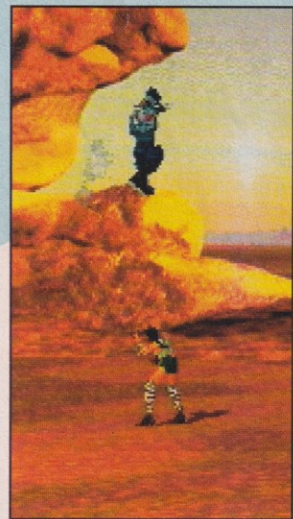
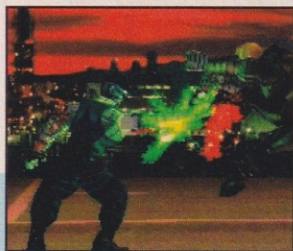


PROTOTYPE JACK

The only fighter capable of taking on Jack-2?

ATTACK INDEX

Machine Gun Knuckle	↵+⬆, ⬆, ⬆, ⬆
Hammer Knuckle	↵+⬆
Exploder	↵, ⬆, ⬆, ⬆+⬆
Sit Down	↵+⬆+⬆
Power Scissors	↵, ⬆, ↵+⬆+⬆
Megaton Punch	↵, ⬆, ⬆, ⬆+⬆
Body Smash	hold ↵, ⬆+⬆
Long Hammer Rush	hold ↵+⬆, ⬆, ⬆, ⬆, ↵+⬆
Dark Cutter	↵+⬆, ⬆
Hammer Combo	↵, ⬆, ⬆
Blast Combo	↵+⬆, ⬆
Tile Splitter Combo	hold ↵+⬆
Reverse Slam	from behind: ⬆+⬆
Gigaton Punch	up close: ↵, ⬆, ⬆, ⬆+⬆
Hell Press	up close: ⬆+⬆
Slap	up close: ↵, ⬆+⬆+⬆
Punishment Drop	up close: ⬆+⬆
Ten-String	↵+⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆+⬆, ⬆+⬆



TECHNIQUE FILE

Slightly slower than Jack-2, its more robust-looking prototype model still has more or less the same fighting style: plenty of hard-hitting punches, backed up with sitting down attacks and that debilitating Power Scissors. As with Jack-2, learn how to put some distance between you and your opponent, so that you can leg it back in and pull off a Hammer Rush attack, which should get the other fighter flat on his/her back, allowing you to follow-up. The Body Smash also stuns opponents. Useful.



ANNA WILLIAMS

Don't be taken in by her motherly bosom

ATTACK INDEX

Double Smash	⬆, ⬆
Head Ringer	⬆, ⬆
Hunting Swan	↵+⬆+⬆
Bloody Scissors	↵+⬆+⬆
Cross Cut Saw	↵+⬆, ⬆, ⬆
Cat Thrust	hold ↵, ↵+⬆
Cold Blade	hold ↵, ⬆+⬆
Kneeling Kick	↵, ↵+⬆
Flip Kick Low	hold ↵, ⬆, ⬆, ⬆+⬆
Flip Kick High	hold ↵, ⬆, ⬆, ⬆+⬆
Hunting Kicks	↵+⬆, ⬆, ⬆
Attack Reversal	↵+⬆+⬆
Flash Combo	↵+⬆, ⬆, ⬆
Rapid Kick Combo	↵+⬆, ⬆, ⬆
Swan Combo	↵+⬆, ⬆
Embracing Elbow Strike	up close: ↵, ⬆+⬆
Neck Throw	up close: ↵+⬆+⬆
Lifting Toss	up close: ⬆+⬆
Arm Turn	up close: ⬆+⬆
Ten-String	⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆



TECHNIQUE FILE

Like Nina, Anna has one of the biggest range of attack strategies at her disposal in 72. She's very quick, so you can mix up her basic attacks with ease, and it's always a good idea to start off on an unwary opponent with a brief Stun Punch (hold ↵, ↵+⬆), then you can erupt into a quick punching combo, rolling into her Flash Combo. She might not slash the biggest chunks of energy off the opponent, but as long as you keep those quick, jabbing combos linked and firing off high punches and low kicks, you should be able to really confuse the enemy.



ARMOR KING

One for the Tekken 2 pro...

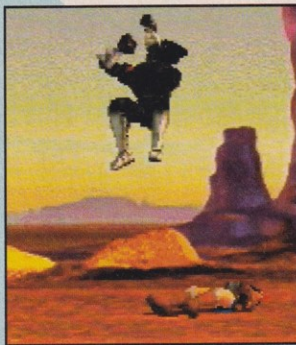
ATTACK INDEX

Middle Smash	➡, ➡+Ⓢ
Flying Cross Chop	➡, ➡+Ⓢ+Ⓢ
Knuckle Bomb	➡+Ⓢ+Ⓢ
Super Knuckle Bomb	➡+Ⓢ+Ⓢ, Ⓢ
Straight Arrow	Ⓢ+Ⓢ+Ⓢ
Stomach Smash	➡, ➡+Ⓢ
Dark Smash	➡, Ⓢ, Ⓢ+Ⓢ
Elbow Drop	➡+Ⓢ+Ⓢ
Frankensteiner	Ⓢ+Ⓢ+Ⓢ
Black Shoulder	➡+Ⓢ+Ⓢ
Satellite Drop Kick	➡, ➡, ➡+Ⓢ+Ⓢ
Dynamite Uppercut	Ⓢ, Ⓢ+Ⓢ
Drop Kick	➡, ➡+Ⓢ+Ⓢ
Uppercut	Ⓢ, Ⓢ, Ⓢ
Ali Kick	➡+Ⓢ+Ⓢ, Ⓢ, Ⓢ, Ⓢ
Jail Kick	➡, ➡+Ⓢ
Coconut Crush	up close: Ⓢ+Ⓢ
Steiner Screwdriver	up close: Ⓢ+Ⓢ, Ⓢ, Ⓢ, Ⓢ+Ⓢ+Ⓢ
Jaguar Driver	up close: Ⓢ, Ⓢ, Ⓢ, Ⓢ+Ⓢ
Giant Swing	up close: Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ+Ⓢ
Ten-String	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ



TECHNIQUE FILE

His punches certainly carry more weight than a wounded warthog, and he feels a lot more versatile to control than his drunken basic nemesis, King. They still share many traits, though, although Armor King is a much better-rounded character, preferring to remain on his feet rather than getting down and grappling on the floor. Practise his various smashes to perfection: they're all decidedly effective and knock chunks off the opponent's energy. Try to stick a series of Ali Kicks in the middle of a high, punching combo – always good for stunning the enemy.



KAZUYA MISHIMA

The Dragon Punching eyebrow-heavy demon

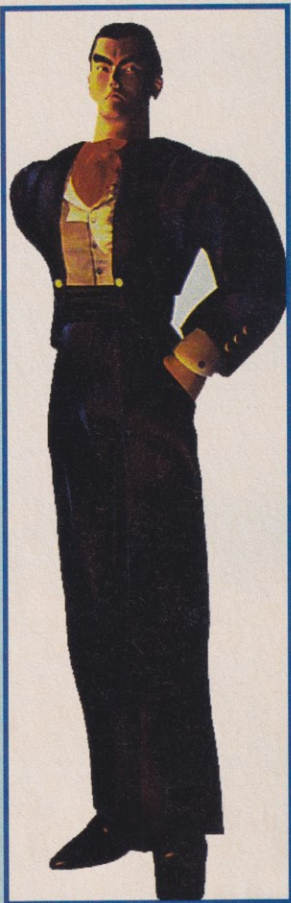
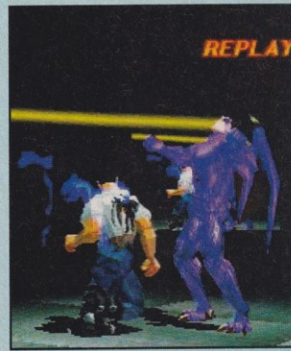
ATTACK INDEX

Dragon Punch	➡, Ⓢ, Ⓢ+Ⓢ
Alternate Dragon Punch	➡, Ⓢ+Ⓢ
Power Uppercut	➡, Ⓢ, Ⓢ+Ⓢ
Alternate Power Uppercut	➡, Ⓢ+Ⓢ
Dragon Punch, Sweep	➡, Ⓢ, Ⓢ+Ⓢ, Ⓢ
Sidestep	➡
Spinning Dragon Punch	Ⓢ+Ⓢ+Ⓢ
Flying Kick	➡, Ⓢ, Ⓢ+Ⓢ
Flipkick	Ⓢ+Ⓢ
Right Axe Kick	➡+Ⓢ
Double Axe Kick	Ⓢ, Ⓢ
Hell Sweeps	➡, Ⓢ, Ⓢ+Ⓢ, Ⓢ
Alternate Hell Sweeps	➡, Ⓢ+Ⓢ, Ⓢ
Left Axe Kick	➡, Ⓢ+Ⓢ
Backfist Combo	Ⓢ, Ⓢ, Ⓢ
Rushing Punch Combo	Ⓢ, Ⓢ, Ⓢ
Mounted Punches	up close: Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Headbutt	up close: ➡, Ⓢ, Ⓢ+Ⓢ
Ultimate Tackle	up close: Ⓢ, Ⓢ+Ⓢ
Shoulder Throw	up close: Ⓢ+Ⓢ



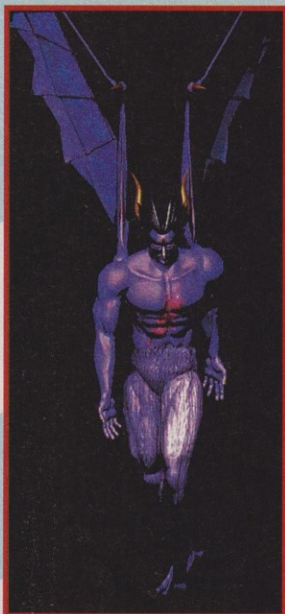
TECHNIQUE FILE

Kazuya's attacks, as well as his mood, have become increasingly violent since the first Rave War, so it's really no surprise to find him at the helm of the sequel. His fighting style is rooted in time-honoured beat-em-up tradition, featuring plenty of Dragon Punch-style uppercuts and the like, making him the sole choice for many players once you've revealed all the bosses (and saved them to memory card). His variety of Axe Kicks can send an opponent reeling to his/her knees. The best bit about playing with Kazuya is the way his punches and kicks really connect – very satisfying.



DEVIL/ANGEL

Do opposites attract?



ATTACK INDEX

- One-two Punches ○, ○
- Double Uppercuts ○+○, ○
- Dragon Punch ■, ■, ○+○
- Ground Laser ○+○
- Air Laser ○+○
- Hell Sweeps ■, ■, ○+○, ○
- Right Axe Kick ■+○
- Left Axe Kick ■, ■+○
- Flipkick ○, ○
- Jumping Side Kick ■, ■, ■+○
- Jumpkick, Sweep ○+○, ○
- Punch Combo ○, ○, ○
- Backfist Combo ○, ○, ○
- Atomic Drop from behind: ○+○
- Shoulder Throw up close: ○+○
- Double Kick up close: ○+○
- Headbutt up close: ■, ■+○
- Ten-String ■, ■+○, ○, ○, ○, ○, ○, ○



TECHNIQUE FILE



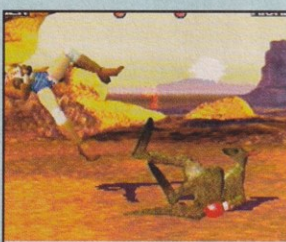
Surprisingly, you'll find that the laser beams that tended to cause you so much grief up to this point are incredibly easy to avoid – it's best to use the Air Laser when an opponent is sprawled on the floor (although those fighters with roll moves can usually get out of the way). They also leave you exposed to attack while in the middle of them. You'll also be amazed to find that neither the Devil or Angel (they are one in the same in terms of moves) have that many attacks at their disposal, and the novelty of playing with them will wear off pretty quickly. Shame, that.

ROGER/ALEX

Genetic playthings of the Mishima Corporation

ATTACK INDEX

- Low Jab Uppercut ■+○
- Short Gut Punch ○+○
- Elbow Drop ■+○+○
- Animal Uppercut ■, ■, ○+○
- Stomach Smash ■, ■+○
- Rolling Punch ■+○
- Animal Gigaton Punch ○+○
- Short Hammer Strike ○, ○, ○
- Frankensteiner ○+○
- Dynamite Uppercut hold ■, ○+○
- Jail Kick ■, ■+○
- Ali Kick ■+○+○, ○, ○, ○
- Drop Kick ■, ■+○+○
- Delayed Drop Kick ○+○
- Satellite Drop Kick ■, ■, ■+○+○
- Flying Cross Chop ■, ■+○+○
- Double Knee Drop ○+○+○
- Animal Kick ○+○, ○, ○, ○, ○, ○
- Animal Kick Rush ○+○, ○, ○, ○, ○
- Animal Headbutt up close: ○+○
- Tombstone Piledriver up close: ■, ■+○+○
- Powerbomb up close: ○+○
- Giant Swing up close: ■, ■, ■+○



TECHNIQUE FILE



The final characters you get to play with in T2 are an odd couple. Looking at them you'd be correct to assume that they have the same proportions, and indeed, they have the same fighting moves. We're actually not that keen about fighting with them – they're a bit too lightweight for our tastes, but as long as you keep up a barrage of their very, very quick attacks you should be alright. Watch their charge moves – they leave them very exposed to attack, but the Animal Rushes and Animal Kicks, coming in low, can be crippling.



Some Facts...

Sega Power brings you the best exclusives every month, the biggest reviews and the greatest previews. Only we can do this because, simply, we are the best.

No other Sega mag can claim to have eight pages of exclusive Sega news every month, gleaned from sources around the world and from our exclusive contacts in Japan and America.

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polygonal freak.



SATURN

Virtua Cop

Dear GamesMaster

Last month you did that gun select thing for *Virtua Cop*, but is there anything else hidden away in the game that I should know about?
Lucy, London

Why yes of course there is my young minion. To access a series of special options you have to complete all three stages of the game. You will now be able to play in a ranking mode or a mirror mode. You will also see stats on previous games. You can also use the sights with the gun. Start the game with a joystick plugged in and then pause it. Switch to the gun and the sights will stay on screen making the whole thing a damn sight easier, heh heh. You will need to repeat this at the start of each level to keep the sights. If you can't be arsed to finish the

game then you can get to the options a slightly sneakier way. When the Sega logo appears hold down C and press up, down, left and right to get the options.

Virtua Fighter Kids

Fight as Dural

Highlight Akira on the character select



His head's too big and he has no eyes. A feeble opponent.



screen and then press D, U, R and then Left and A together to fight as the Durster.

Gold Dural

Highlight Akira again and press D, U, L and then Right and A together to get him again but this time in gold.

Smells Fishy

After you have entered your Dural code

press Down and hold C when you choose between normal and kids mode. When the match begins you should see a bizarre fish floating inside Dural's head. Watch his face during the fight. Weird.

Wire Frame Fight

Hold down the left shift when you are choosing your character and keep it held down until the fight begins. The characters will now lose their polygon topness and look like pencil sketches.

FMV Endings

Complete the game in arcade mode (not hard) and watch the FMV ending. Then a movie theatre will appear in the options screen allowing you to view the endings of any character that you have finished the game with at any time.

Need For Speed

There's a whole load of hidden goodies stuffed away into the far recesses of the CD, and here's how to pull them out. Go to the tournament mode and enter TSYBNS. Now exit the tournament option and you will have the Warrior car and the all new Vegas track. When you are selecting any track you can hold down the L and R shoulder buttons to get a dirt track version of the same course.

There's nothing we like more than hovering behind a Ferrari while still controlling it.



PLAYSTATION

Fade To Black

Fade to Black is storming the charts again right now, so seeing as loads of you are buying it, we figure loads of you are probably stuck on it by now. If you missed our playing guide then, well, unlucky. But here are some level



codes so you don't have to do much at all.
Level One - SCTXCS
Level Two - TCXCSX
Level Three - XCCTX
Level Four - XSTCCT
Level Five - SSTXXT
Level Six - TXXXXC
Level Seven - CCTXXT
Level Eight - SSXTXX
Level Nine - TXXTCT
Level Ten - XTSTCT
Level 11 - CSXXSX
Level 12 - STXSX
Level 13 - XXSCTCT

RESIDENT EVIL

MOST WANTED

Just in case you didn't already know this, if you complete the game in under three hours (which you should be able to do if you use the guide we did a few issues ago) and then start again, you get a rocket launcher with infinite ammunition. It really makes a mess of any monsters you come across so feel free to explore without fear. On the title screen press triangle, square, square, X and triangle to see what happens.

There seems to be a spot of evil residing in this building. In the form of a big crow.



PC

Dark Forces

Virgin have just re-released this absolute corker of a game on their low price White Label, which means you can pick it up for around a tenner. It's still one of the all time classic *Doom* games and it has Star Wars characters, what more could you ask for? Well you could ask for cheats as well and we're going to give them to you. Type in any of these during the game to reap their particular benefits.

LADATA - co-ordinate information
LAPOGO - height check
LARANDY - weapons supercharge
LAIMLAME - full invincibility
LAPOSTAL - all weapons and full



I don't know what that fellow is up to, but I'm going to unleash some pretty dark force on him.

ammo, batteries and shields
LACDS - map supermode
LASKIP - successful level completion
LAJABSHIP - jump straight to Jabba's ship
LATALAY - skip to Talay
LASEWERS - skip to the sewers.

COMMAND AND CONQUER

MOST WANTED

The sequel is almost here and the original is still riding high in the charts. Just goes to show *Command and Conquer* rules. To breathe a bit of life into it, if you happen to be getting bored try out these. To get extra cash to build silos when you start the game. When they fill up with your tiberium sell 'em. You get almost \$1000 for each one. Now for some fun. Instead of typing C&C to start the game (from DOS) type

C&C FUNPARK. Instead of the normal missions you will have dinosaurs roaming the world turning this into everything Jurassic Park should have been.



F1

MOST WANTED

There's our Damon. He won't be in pole position next season.



In one week this sold five times more than Sega's *Nights* sold in a month, how's that for popular? Now apart from the pretty major bug that we have found there are also some pretty amazing cheat codes to allow you access to F1's hidden delights. All you have to do is get to the final screen before you actually race and hold down select. Then just hit whichever one of these takes your fancy, but do it quickly.
R, U, Triangle, L, U, Square and Triangle will put you in a buggy mode.

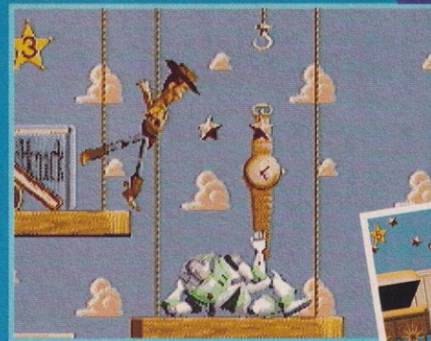
There's nothing we like better than floating behind a Ferrari while still con... Oh, we've said that once.

D, U, Circle, Triangle, R, U, Square and Triangle will put you in the bike mode.
L, Circle, U, D, D, R, Circle, Square and Square will put you into the gibberish mode.
Square, Circle, U, R, R, Circle, Cross puts you into the lava mode.
L, Circle, Circle, Triangle, Triangle, Circle, U and R will give you an extra track to race on. The extra track will only appear when you have started and quit a race. That lot should keep you playing for a while.

MEGADRIE

Toy Story

And seeing as we're busting the SNES version of this wide open this month we may as well remind you about how to defeat the awesome Mega Drive version. On the title screen press ABRACADABRA. Then start the game as normal but when you want to skip the level you are on, pause it and press A.



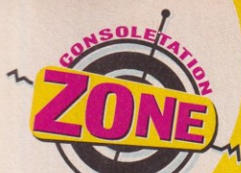
That Buzz is a right old pain in the butt. What happened to simple, good old fashioned toys, like Crossfire?



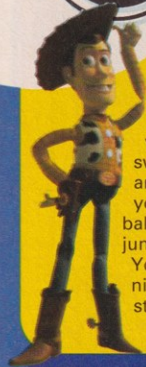
Micro Machines 1&2

Oh the ever popular *Micro Machines*. The third game in the series is about to be released in a couple of months and we're still getting letters about the first two begging for cheats. So for the absolutely, will-not-be-repeated, very last time here they are. *MM1* - Pause the game press B, D, C, D, U, D, L and D for infinite lives. Press U, D, A, B, L, R, C and start for more speed and C, U, L, R, A, B, A and C for dodgy collision detection.
MM2 - Leave the track you are racing on and drive around the level until you come across a grey square with a star on it. Hit it and you will warp straight to the next level.





TOYSTORY



It's still riding high in the charts so try out these if you want to make cracking Disney's blockbuster a little easier. On level one you can get hold of a sword that deals with anything that might get in your way. Just go to the ball next to the soldiers and jump on it about 30 times. You should see a star spinning above it and when it stops spinning Woody will have a sword.

Of course it can be made even easier. Just go to the dresser with the bucket of soldiers on it and stand on the lowest drawer. Hold down on the joystick until you see a star appear on the left. When it spins you are invincible. You can play like this or if you feel the need to cheat more you can pause the game and hit select to skip to the next level.



That poor skateboard bloke is horribly deformed. Remember the Raggy Dolls? They were all messed up too.

SNES

WWF Wrestlemania: The Arcade Game



Every atom in your body screams "I hate it!" but somehow, wrestling just draws you in, every single time.

Dear GM

It may be sad but I'm a huge fan of the wrestling on Sky so when Acclaim released *WWF Wrestlemania: The Arcade Game* on the SNES I just had to go out and buy it. Now I've heard some people talk of fatalities in the game. Are there any?

Paul Bearer, Bristol

Well Paul this has been a subject of much confusion. We spoke to Acclaim about it but they didn't actually know if any of these hidden special moves were in the game or what you had to do to get to them. Good lads. But, according to a letter we had recently someone reckons they have found them. The Undertaker's fatality is accessible by getting the combo meter all the way to the top limit in the third round. Then you stand by your fallen opponent's feet and hit D, U, D, U and P. Shawn Michaels' fatality is U, D, L, R, A, X, B, Y and select when his opponent is down on the ground.

Doom

Apparently the SNES version of the world's greatest kill-em-up has got rather a useful bug in it. Once you have the chainsaw, once a weapon runs out of ammo you are automatically given the weapon next to it in the line up. Blimey, how did they miss that in the playtesting department at Ocean.



Killer Instinct

Dear GM

I know *Killer Instinct* is getting on a bit now but I've been playing it for months and I still can't get to play as Eyedol. I know it was possible in the arcade but I can't get it to work on me little ol' SNES. Any ideas big boy?

Mark Williams, Kent

Big boy? Alright then shortarse, here's yer cheat for your cheek. Choose any kind of game and choose Cinder as your fighter. When the screen shows the static picture of Cinder and your opponent hold right on your joystick and quickly hit QP, QK, FP, MK, MP and FK. If you do it right it will say Eyedol and you will be able to fight as him.

Choose to fight as Cinder, tap a complex series of button presses and you'll be able to fight as Eyedol.



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In an effort to squeeze even more info on *Monster Trucks* out of the puckered up pores of Psygnosis, GamesMaster contacted man-in-the-know Mark Blewitt and probed him with a short stick...

GM: What form does the car crushing event take?

MB: It's a little like the derby in *Destruction*

Derby. The event takes place in a huge stadium with dirt covered floors and stacks of cars. The player can play from a number of different views. The camera position can be set. There's in-vehicle, behind-the-truck and hanging on the axle cameras as well as grandstand views and a TV view. Most people, though, will probably go for the first-person perspective. It's slightly easier to see everything that's going on then. Incidentally, the guy who does the commentary

on the actual Indy 500 races in America, Paul Page, will be doing the voice overs for *Monster Trucks*. He's also doing the commentary for our other project, *Destruction Derby 2*.

GM: With the *Endurance Race* containing sizeable *Monster Trucks*, won't it all be a tad slow?

MB: No. Admittedly, there won't be high speed racing because you can't do 200 mph across

THE
MAKING
OF...

MONSTER TRUCKS

The development team behind *Destruction Derby* are once again hard at work trying to break the boundaries of the racing genre. *Monster Trucks*, heading for PlayStation and PC next year, will be unlike anything you've ever played before. GamesMaster takes an early look at the next big racer from Psygnosis...

So why are these vehicles called Monster Trucks then? Oh, hang on. I think I get it.



In the good ol' US of A, Monster Trucks are a big draw. Stadiums fill, televisions switch on, blueberry muffins are consumed, all in name of destruction. And for us Britons it's difficult to see why. Like American Football, the whole thing seems just a tad pointless.

Yet, within the confines of a computer game, you could actually say that the easy-as-ABC premise of driving a bloody great truck over a pile of old cars could prove, in fact, to be quite an attractive proposition. These senseless

sports, after all, always seem better when played via a joystick. Just look at the series of John Maddens...

But maybe we're being unfair here. Millions of Americans can't be wrong, can they? Certainly, developers Reflections don't believe so. As far as they're concerned Monster Trucks are the cats whiskers and, with the phenomenally successful *Destruction Derby* under their belts, they believe they can pull off the proverbial corker.

"I saw a Monster Truck show in



As well as being a bugger to drive, you also have the added problems of ice on the snow-covered island. Challenge is abundant.

We're all for a bit of a laugh here at GM, but what sort of nutter first thought up this ludicrous sport? He was clearly off his head.



And they're off! Along a track that's barely wider than the trucks themselves. You probably have to go over your opponents to overtake.

grassland, but the game won't move slowly at all. The fact that it combines off-roading with point-to-point racing will more than make up for the fact that you're not going to be driving rally cars around. The advantage with *Monster Trucks* is that you can actually go over mountains and through walls. Rally cars simply can't do that. But the endurance option is, obviously, a racing game so there's going to be plenty of excitement involved.

GM: What are the themes behind the four huge islands?

MB: There are a couple of countryside islands – with forests and lakes and the like – a snow covered island and a desert island. The islands were particularly tricky to programme. Each island contains over half a million polygons and moves in real-time. It's really very impressive.

GM: What is it about *Monster Trucks* that'll

have people legging it, full pelt, down to the shops for?

MB: It captures the imagination. The endurance option is a classic racing game brought up to date and the car crushing will appeal to a wide, wide audience. The game has gone down a storm in the States – people are lapping it up in droves – and that proves that the whole concept of *Monster Trucks* holds mass appeal. The game is also very clever. It has real world calculations which add some exceptionally realistic landscapes to the action. If I was a potential buyer, I'd definitely be interested in buying it.

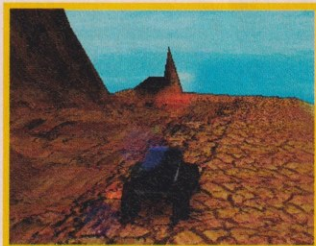
GM: Can we expect anything secret, like?

MB: There will be a lot of surprises but, at this stage, I can't say what.

GM: Cheers then, Mark!

MB: Cheers, GM!

The desert isle poses problems all of its own. Not only is the terrain bumpy and craggy, but you often get sand up your cra... Sorry, can't say crack.



Large though this truck is, we wouldn't like to be in the driver's shoes. Look at that hot hurtling towards the poor bloke. Step on it!

Imagine going camping in this thing. You'd open the door in the morning, all bleary eyed, and fall flat on your face from a great height.

Arizona and was absolutely amazed by the size, noise and the baying enthusiasm of the huge crowd!" enthuses Martin Edmondson, head honcho at Reflections, when asked exactly why he decided to plump for the, um, little known sport of Monster Trucking. "The last time I felt that kind of crowd reaction was at a Destruction Derby!" Oh, the irony.

Fat Tyres

So, what's *Monster Trucks* all

about? Surely it can't be merely about driving across a distinctly bumpy metallic landscape can it? Well, no as a matter of fact. Needless to say, there is far more to the game than that. As well as offering up the opportunity for some – as aforementioned – car crushing, *Monster Trucks* will also give the player the chance to try his (or, naturally, her) luck in a truly car-breakingly tough endurance race.

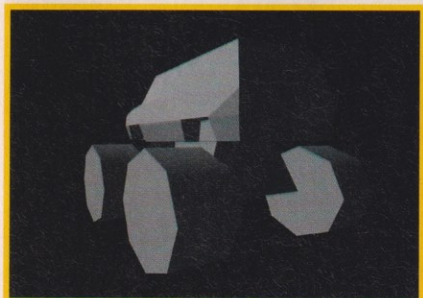
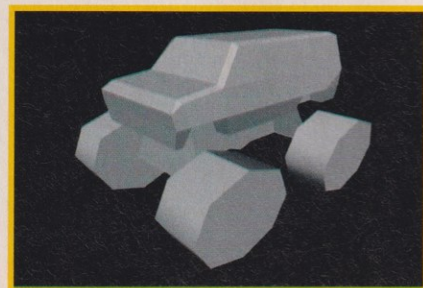
Martin explains: "The

endurance races take place on four huge islands which are littered with real-life features and hazards such as cliffs, hills, rivers, lakes, trees and so on. The object is to race between a number of checkpoints in a landscape where you can drive absolutely anywhere you like, in any direction you choose trying to find the fastest route to the next checkpoint whilst negotiating the obstacles along the way".

An interesting take on →



... Nope, that's equally poor. It's so very unfinished. For God's sake, someone put some texture mapping on it, quick.



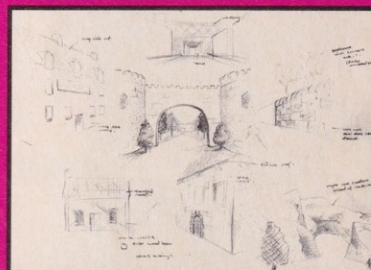
This is a basic render of the arse end of a *Monster Truck*. It's not overly impressive, is it? Let's take a look at the front...

ISLANDS IN THE STREAM

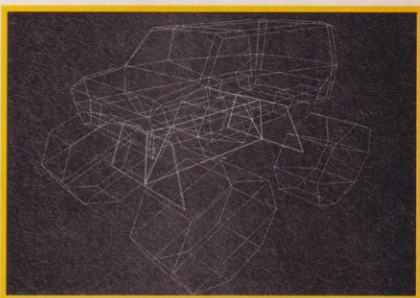
T' Racey Islands

There's plenty to get excited about in *Monster Trucks*, not least the islands which should deliver enough frills and spills to satisfy even the most hungry of, er, frillers and spillers.

The early drawings by Reflections – shown exclusively, here, to GamesMaster – fully back up what Martin Edmondson reported. They're HUGE, proving that the endurance option is, indeed, going to be really rather wonderful.



As you can see quite clearly from these sketches, the courses are not only huge, but beautifully detailed. Regardless of the trucks, the game itself is a monster.



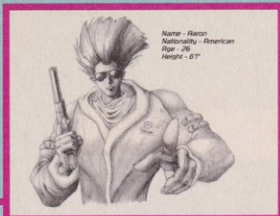
Oh for crying out loud, now it's not even rendered and we're left with a wireframe. Still, it shows how detailed the trucks are.

Meet The Family

There are eight splendid characters to choose from, each of which are presented here in their very earliest incarnations...

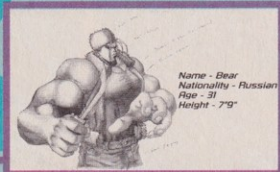
Aaron

American. Probably got a mouth the size of Alabama. And possibly a good driver considering the sport was invented in Big Mac Land. Then again he might be crap. Who are we to speculate?



Bear

Clearly the man has a stupid name (everyone knows Russian's are called Vlad), but you wouldn't want to go about telling him as much. Still, he's such a fat get his truck is probably dead slow. Let's hope so anyway.



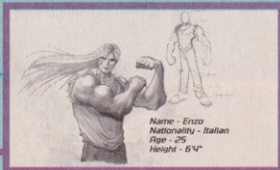
Karl

Getting on a bit in years but despite his middle-agedness he's still a bit useful in the driving department. Karl can give "anyone a run for their money".



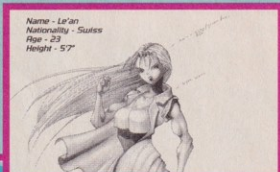
Enzo

This butch entry from the land of the Pizza reckons himself to be as good as anyone even though he's obviously a Fiat driver. And judging from that hair he's probably a bit of a girlie. Hmm, hang on, he's 6'4". We like you, Enzo.



Le'an

The first of the female entries, Le'an passed her test with only two minor faults, one of which was her refusal to do the test naked. Um, anyway, lovely girl, in an old fashioned kind of way.



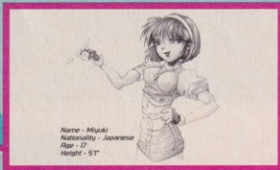
Michelle

Presumably, because her clothes are falling down quicker than Jurgen Klinnsman we're supposed to know she's French. Which she is. Ah, bon, bonjour, bonsoir, bonjela... Er.



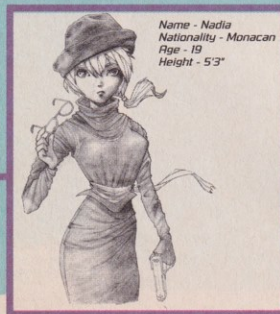
Miyuki

Surely, far too young to ride a bike let alone a Monster Truck. And far too short to be able to see over the steering wheel. Maybe she has a booster cushion. Maybe she has a big ass.



Nadia

Monacan, apparently. Even though Monaco is as good as in France. Still, she's not a bad driver and enjoys eating raw garlic. Lovely to look at, but not too pleasant to talk to up close.



↑ the traditional behind-the-vehicle, follow-the-track racer, the game has a genuine sense of complete freedom. The designated route idea has, plainly, become very old hat and with *Monster Trucks*, Reflections are finally giving the fortunate player the opportunity for some grand scale exploration on the way to being first across the finishing line.

However, mindless meandering into the wilderness won't do your vehicle much good. "Players must try to judge their jumps carefully since landing hard repeatedly will damage the suspension," explains Martin. Which means that detours away from the main track – in an effort to get to the checkpoint quicker – have to be thought about before they're done. It would seem to progress in *Monster Trucks* you have to be a bit of a strategist as well as a competent racer. "Certainly," Martin says, "players may come across an obstruction such as a river and must decide whether to wade through or drive round looking for a bridge (which wastes time)."

Hard Driving

There are four delightful islands contained within the Endurance Race option. For fuller details look elsewhere in this feature but a quick glance here would suggest that the islands are huge. "Oh yes," agrees Martin, "each island is around six square kilometres in size." And all, it

would seem, come complete with their own set of obstacles.

Right. Well, the Endurance Race is shaping up spankingly. But what of the main event? The thing *Monster Trucks* were made for? Put simply, what about the car crushing? Martin, unsurprisingly, knows a bit. "Car crushing is based on the American sport that most people associate *Monster Trucks* with. Two trucks compete against each other in a stadium, complete with two lines of battered cars. When the flag drops you have two minutes to do as much crushing damage as possible to your line of cars (or your opponents!)."

Simplistic it may sound but playing this will prove to be a very unique experience. Martin explains why. "The whole thing is very much a stadium experience. Each one of these trucks has an appropriate name (Big Foot, Snake Bite, Grave Digger) plastered down its side together with dramatic graphics and bodywork. And each truck will have its own band of fiercely loyal fans cheering it on." Sounds like a right laugh riot to us.

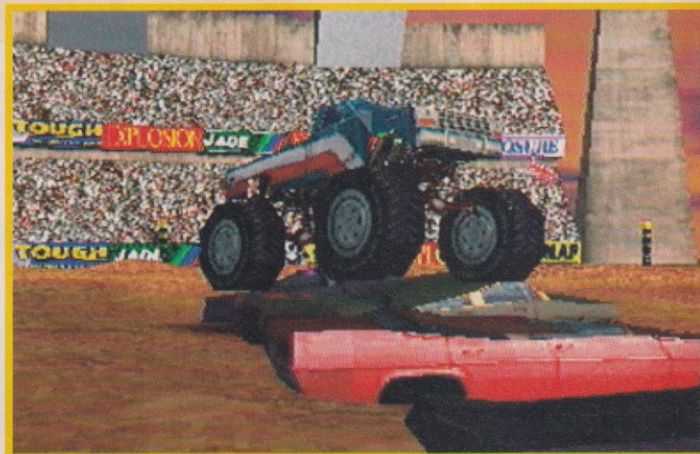
Monster Trucks is still in the dark, dingy depths of development and won't be available until mid-January next year. However, already it is shaping up to be an achingly good title. And, let's face it, any game where you get to wreck stuff is bound to have appeal. Expect a preview next month.



More snowbound action. As you can see, you can choose a distant view if you want to be able to see more.



The lone *Monster Truck* gets horribly lost and ends up alone in the desert, certain to die and be eaten by buzzards.



Never mind yer endurance malarkey, this is what *Monster Trucking* is all about. Get in your rig, power up the engine, and drive headlong over a load of old (presumably already knackered) cars. How very satisfying it all is.



Best demo CD ever! **Crash Bandicoot, Formula 1, Die Hard Trilogy,**
Supersonic Racers, and Broken Sword

ワイプアウト 2097

Official UK PlayStation Magazine No. 12

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Let

Games you can't seem to find, PS versus PSX, Street Fighter versus MK3 (again), the future of the Jag, confirmed Nintendo 64 release date and very rich families: you've got your problems, but like a prune vindaloo, GamesMaster can clear them out. We were even drafted in to sort out the Gallagher brothers after their cancelled US tour – it's amazing how much can be decided by a spot of Bust-A-Move 2...

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Kirby. A fat git, sure. But his games are a right old giggle, non? Philip Peck seems to think so.

Invisible SNES?

Dear GamesMaster

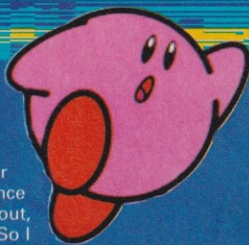
I have searched high and low for Kirby's *Avalanche/Ghost Trap* since issue 47 of GamesMaster came out, but with absolutely no success. So I wondered if you could tell me of any shops selling it, or, failing that, how much I could buy your copies for.

I understand that the next gen consoles are taking over but there are still more 16-bits around than 32-bits by a long way, so why don't companies still stock a decent and up-to-date range of SNES games? In my view, it is the gameplay that decides whether a game is good, but recently far too many companies are choosing to make games with 3D, texture-mapped, light-sourced graphics in order to make up for the lack of gameplay. But most of us are not fooled by flash graphics and special effects. In my view the SNES and Mega Drive (to a lesser extent) still have the best games around. If the SNES can run *MK3*, *SSF2 Alpha*, *Doom* and the like then I see no real need to upgrade, except for the fact that the stream of software is drying up.

Philip Peck, Loughborough, Leics

Well Philip, you should now have no problem finding those two Kirby games. Your first ports of call are likely to be Dixons and Electronics Boutique – they seem to currently hold the widest range of SNES titles. But shop around to get the best price.

You're finding it difficult to get hold of SNES titles, huh? Well, that's because SNES owners just aren't buying the games any more. Simple. If there was still the same interest in the SNES as before, shops would be stocking a dirty great range of titles. It's true that the SNES has a massive collection of games with rock solid playability, but the 'next gen' systems are still in their relative infancy. And you won't be able to play the likes of *Tekken 2* or *Sega Rally* on your 16-bits. Not in the same remarkable form you won't, anyway. 16-bit was wonderful for a long, long time, but 32- and 64-bit is better.



Wanna buy a 3DO?

Dear GM

I am quite short of funds but have decided I must have a decent console of the next gen variety.

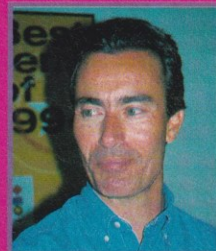
I have long been interested in a 3DO and now they are about £90 I'm really interested, but I fear the machine is not having many new releases and now you say there may not be an M2 upgrade? Do you think maybe around Christmas – especially with the N64 coming – the price of the Saturn will come down?

Kev Ferguson, Dorchester, Dorset

You sound a mixed up kind of guy, Kev. As we confirmed last issue, the N64 won't arrive on these here shores until March 1st next year, so Sony and Sega will have Christmas all to themselves. Both are already feverishly denying they'll drop the price at Christmas or that we'll see mid-price 'classics' appearing by then either. It's true that the 3DO is a bit of a snip at £90, but there'll be very, VERY little software appearing for it in the future. If any. Both Panasonic and Goldstar closing their 3DO

departments should hint at the machine's future. The M2 upgrade is ages away too, and the 3DO company are concentrating their attention on PC land.

Trip Hawkins. Claimed the 3DO would change the universe. As it turned out, it was a complete turkey. He's involved in M2 now!



Jurassic Farce

Dear Sir

Please could you help to settle a long-standing dispute between myself and my mad step-father.

I have a PlayStation, he has my 'dinosaur' Amiga CD32.

While I have games such as *Resident Evil*, *Wipeout*, *Ridge Racer Revolution*, *F1* and *True Pinball*, he considers them "boring" (*F1*), "crap"

(*Wipeout*) and "OK, but not very realistic" (*Resident Evil*). Is he right? Should I bin my lovely PlayStation and return to playing classic games such as *Quack* and *The Clue*? Or should I simply give him a culture

shock and shove his beloved Amiga CD32 up his arse?

Please help my sad step-father get back on track.

Michael Hanbury, Fairwater, Cardiff

Take it from us – he's wrong, really, very wrong indeed. Looks like a tender application of gaming proctology might just be the order of the day, Michael...



"BORING?"



"OKAY BUT NOT VERY REALISTIC"



Olympic Shame

Dear GM

US Gold, come on! I'm bored with all the hype and sick of all the tripe! *Olympic Games* is more suited to a Spectrum. NOT a PlayStation. I have wasted 40 smackers on this bummer and it makes me rhubarbistic around the chops. You are the BO of gaming!

Tony Davis, Preston, Lancs

See what it feels like to waste cash on a right royal botch of a game. We gave it a paltry 40%, and, let's face it, anything that gets below 50% isn't worth bothering about. In fact, the game's been canned on the Saturn, despite certain Sega mags already reviewing it. Every software house churns out a dog of a game in their life, and you've got to remember that US Gold are behind the stunning *Duke Nukem 3D*. Still, that's irrelevant. *Olympic Games* is pump.

letters

Mooney

Dear GamesMaster

I agree with Jonathon's letter in issue 47. Why do nearly all games only have white people in them? The only non-beat-em-up I can think of is *Predator 2* on the Mega Drive. But to answer his first question, the reason why you didn't see black hands in *Alien Trilogy* is because in the Aliens movies, the only person to survive until Alien 3 is Ripley, that's why you play as Ripley in *Alien Trilogy*. And she's white.

My next point is directed at Richard Pearson in the same issue. Maybe all the characters in the *Mortal Kombat* series are the same if you take away the special moves, but at least *MK* has proper sequels instead of hundreds of versions of the same game. There may only be four ways of dying as well, but



The less said about this sordid little scene the better. Wouldn't mind coping a look ourselves, though.



that's four more than any of the versions of *Street Fighter 2*. *Mortal Kombat* doesn't play as well as *Mortal Kombat 2* though, new features or not.

Arnold Moon, Moon Estate, Aliasville

P.S. Why on earth is PlayStation always abbreviated as PSX?

The black hands debate rages on. As does the *Mortal Kombat Vs Street Fighter* one, but now we're into the dizzying realms of *Ultimate MK3 Vs Street Fighter Alpha 2*. Holy mother of God.

PS-X, or PlayStation-X, was the original development name for Sony's console. Most people use this abbreviation still because, well, it's dead sexy. PS sounds a bit weak, don't you think?

That ain't no way to treat a lady. Unless of course she failed to have the dinner on the table when you got home from work.

Sega and Nintendo in one house?

Dear GM Crew

As I am a regular reader and writer to your excellent magazine, I felt I had to write to you yet again. On a happier note (Eh? - Team), I have decided to get a Sega Saturn and probably a Nintendo 64 as well because I come from a very rich family. Also, I have seen the screenshots and may I say they are both absolutely brilliant, so thanks go to Sega and Nintendo. By the way, every time I get my beloved GamesMaster mag, I smell the fresh covers and pages - they smell absolutely gorgeous.

Matthew Bullman, Castleford, W. Yorkshire

Well Matthew. Um... you don't seem altogether 'there'. It must be all that money going to your head. Still, if you enjoy sniffing the magazine every issue, fine. Just don't do it in the middle of WH Smiths. It won't impress the ladies. And don't bother thanking Sega and Nintendo, they're in it for the money.

REVOLUTIONARIES

As you probably know, we're always looking to improve GamesMaster even more and, as it's your magazine, we want to know what you think. So, please name your three favourite bits of this issue in order of preference - they can be specific pages or sections in general. Whatever - just be honest.

1.

2.

3.

And feel free to let us know which bit you didn't like this month (and why)...

Also, tell us your favourite band

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GM49



It's a Jaguar. It was Atari's attempt to leapfrog the competition and instantly enter a 64-bit era. Sadly it turned out to be guffingly smelly, barely better than the T6bits, in fact.

Jaguar Dumper

Dear GM Blokes

I am writing after reading John Benges's letter in GM46. I too was a Jaguar owner hoping to get my hands on a CD drive, but as John points out, Atari are wind-up merchants, especially when trying to put Jag CDs on the shelves.

After about 11 months of my Jaguar, I'd had enough, so I sold it and bought a second-hand PlayStation. Even though the PSX is bloody smart, sometimes I miss the old chunky 16-button pad and the gore of *Doom* (only joking). By the way, I don't think John needs to save his money for long, as I saw the Jag CD for £49.95 in Electronics Boutique not so long ago.

Julian Ware, Hassocks, West Sussex

The problem with the Jaguar is software support. Lack of it. There are really only a handful of games in its back catalogue to make you go 'Ooh'. The rest could be done on your Mega Drive or SNES. The new consoles are where the exciting stuff's going on and where developers are concentrating their talents.

Strange git

Dear GM Bloke

I got some questions for you:

1. Who would win out of Bon Jovi vs a piece of grass?
2. Would you er... get me some spears?
3. Who's smarter?

4. Is *Beavis and Butthead* out on the PlayStation?
Murray Hamilton, Midlothian, Scotland

1. What
2. Are
3. You
4. On?

Dip Your Toe In...

The Internet. A vast, sprawling sea of information just waiting to be discovered. So, in a new series, GamesMaster waxes itself down, takes the most popular game of the past 30 days and goes diving...

The Internet is positively littered with videogaming sites. So, how do you go about finding the golden nugget sites? Well, that's the easy bit. The hard bit is trying to find info on a specific title. So, this month, with it about to storm the arcades a good 'un, GamesMaster decided to shed some light on *Virtua Fighter 3*...

First up, don't even bother going to Net Search and tapping in *Virtua Fighter 3*. Sadly, you will only end up with links to virtual reality sites and, mysteriously, an undoubtedly riveting medical address in which there are details of how to deal with piles and cold sores. If you do get stuck try the following address: http://www.yahoo.com/recreation/games/video_games/. It will take you straight to a links page without all the fannying about. However, the sites won't be specific as to their content so you can either search through each one (on the aforementioned links page there are about 75 addresses so, by the time you've finished looking through that little lot, it could feasibly be time to think about pension collecting) or try one (or more) of the following.

Next Generation Online (<http://www.next-generation.com>) has a reputation for being one of the best videogaming sites around so, naturally, that was our first port of call. And, unsurprisingly, there were nine Quicktime movies of *Virtua Fighter 3* to be found. Admittedly, they take a fair time to download but are well worth a ganderage. The information contained herein is also updated daily so that can't be half bad.

Next up, **Digiweb** (<http://www.digiweb.com/webm/vfhome>) may be able to offer a more satisfying collection of VF3 info. Sadly,



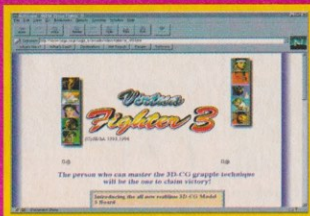
There are now 50 Trillion net users. That's more users than there are people on the face of the earth... Hang on, that can't be right.

there are no pictures (apparently, they are in the process of installing a load) but there's a plentiful supply of text including write-ups on every stage in the game.

Gamers Online (<http://www.neca.com/~online/gaming-enthusiast.html>), though, is just about the best of the bunch. Not only are there a couple of exclusive pictures but also a fascinating write-up on the game (with accompanying technical info that Carol Vorderman would no doubt proclaim to be "rather exciting"). It's great, to be sure, and well worth taking the time out to view.

These are by no means the only sites to offer stuff on *Virtua Fighter 3*. They are, however, the better ones. Though considering how close we are to *Virtua Fighter 3*'s release, info was surprisingly thin on the ground. ECTS might have showcased the game but, if you didn't know better, you'd think that that particular event hadn't even taken place. **The Sega homepage** (<http://www.sega.com>), source of US Sega info had no information at all (but this is unsurprising as the machine hasn't even appeared over there yet).

Thankfully though, Sega's Japanese site (and after all, it was them who really made the game) does have some VF3 information and amazingly it's in English! Take a deep breath and point your best browser to http://www.sega.co.jp/sega_e/arcade/video/table/ar_vf3.html. Until next month...



It's OK, we've now got the correct figure. There are in fact 45 million people using the internet. Still impressive, huh?



David Perry – mind genie behind Shiny Entertainment, Earthworm Jim, Cool Spot and the forthcoming Murder Death Kill, or gangly English number cruncher? GamesMaster sets out to uncover the man behind the games...

GM: How the devil are you?
DP: Very damn good, I have just had a very short vacation in the mountains, now that I have coughed all that foul Los Angeles smog out of my aching lungs, I feel like a true Walton.

GM: What have you been up to then?
DP: I have been flying helicopters every spare minute I get. Recently I had an emergency landing into the AutoClub's parking lot. After the TV news crews left I thought I would be in trouble, however it was all OK, because I was a fully paid up AutoClub member.

GM: Describe what GamesMaster means to you.
DP: A magazine linked to a TV show. What a concept. Maybe the American companies could come up with cool ideas like that. Hint Hint!

GM: Is it true that you were once abducted by aliens, a la Agent Scully?
DP: Only when ugly women try to chat me up.

GM: Independence Day. Load

of old guff?
DP: This movie fires that patriotic gland in every American's brain. I saw it on opening night. It was more fun watching the American audience jumping up and down than it was watching the movie. All they needed was an enlisting officer standing outside the theatre.

GM: You once said Jeff Goldblum is an actor in the Olivier mould. Do you stand by that comment?
DP: Who cares, I would like to hire him for my team. He wrote a program in about 10 hours on a crappy Apple laptop that took out the defenses in an unknown alien mother-ship computer system **FIRST TIME - WITHOUT ERRORS!** Jeff is now the God of all programmers. Hail Jeff.

GM: Jim Carrey. Worth 20 million or what?
DP: I saw "When Nature Calls" on an airplane and would you believe they cut out the Rhino bit? Airplane movie editors suck. I've paid enough bucks to see his teeth, I'm bored of them now.

GM: Dinner at your place. If you could invite anyone, who would it be?
DP: O.J. Simpson, but we would be eating dinner with plastic knives.

GM: Why?
DP: Cause he killed two people stupid! - It's a joke.

GM: Dominik Diamond - is he still the guiding light in television computer entertainment or what?
DP: He is a lot better TV presenter than he is a surfer. He keeps forgetting that when he jumps off the board, he needs to land on his FEET, not on his face.

GM: Oasis as '90s Beatles, then. Can you be arsed?
DP: I could give a rat's ass. But when I'm playing some pool, it sure beats silence.

GM: So when will *Murder, Death, Kill* be coming out on the Game Boy?
DP: Goodbye.

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COLOUR ORIENTATION Phoenix

PRINTING BPC Magazines (Carlisle) Ltd

UK AND OVERSEAS NEWSSTAND
DISTRIBUTION Future Publishing LTD

EDITORIAL/ADVERTISING OFFICES
GamesMaster Future Publishing LTD, 30

Monmouth Street, Bath, Avon, BA1 2BW Tel: 01225 442244

CUSTOMER SERVICES Future Publishing LTD FREEPOST BS4900, Somerton, Somerset

TA11 6BR Tel: 01225 822510

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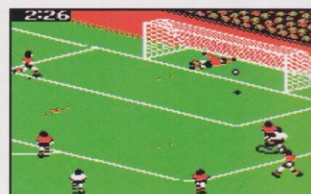


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